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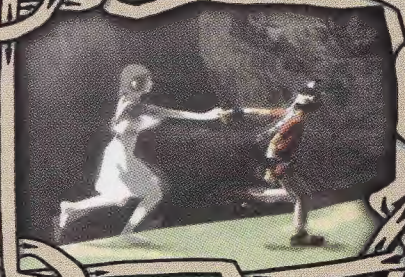


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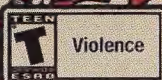




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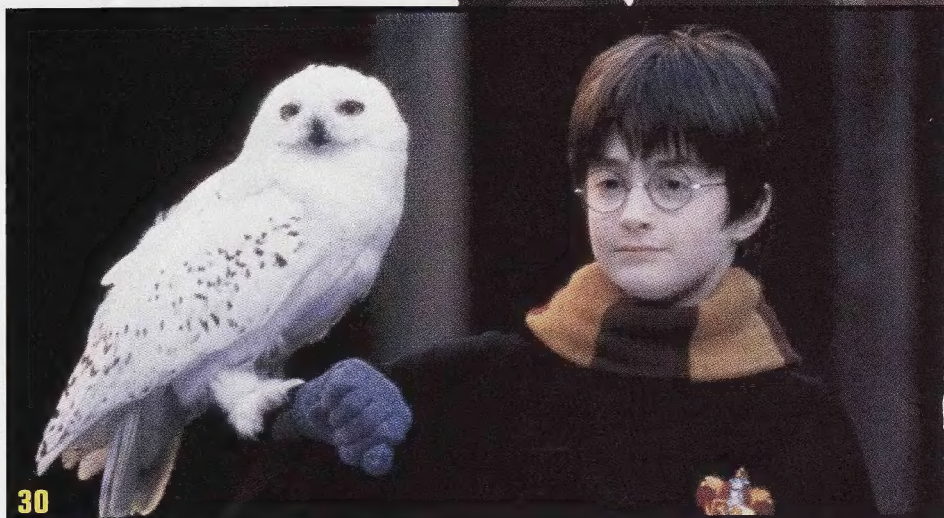
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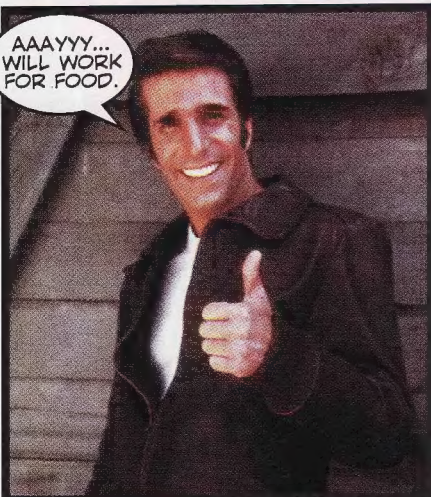


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# MECHANICAL RE-ENGINEERING

AAAAAYY...  
WILL WORK  
FOR FOOD.



**COOLEST MECHANICS** Will *Odyssey's* threshold and flashback bring back *Magic's* happy days?

Flashback's not even the first time WotC's refined a mechanic. Remember cumulative upkeep? It sucked royal ass, didn't it? Now, how 'bout *Nemesis'* fading mechanic? You know, Blastoderm, Parallax Wave, Saproling Burst and Tangle Wire. Think about it, the two are mighty similar, allowing you to cast something on the cheap, but with the penalty of limited life span.

Heck, even rebels' recruiting ways were modified a bit by *Apocalypse's* Tidal Courier, Grave Defiler and the like, which let you hope to find another merfolk, zombie or two in the top four cards of your library.

Bottom line: You gotta love an R&D team that's willing to tweak the overpowered and can the useless to make a game great. But there's always room for improvement: you know, putting a portable toilet into my armchair for football season, making beer-flavored weight-loss supplements and bettering other *Magic* mechanics of yesteryear. Here's some suggestions:

**Snow-covered lands:** I know what you're thinking. How the hell is he going to improve the lamest mechanic in *Magic* history? Well, at first I thought of stringing these bowsters together as toilet paper, but then it dawned on me. Split lands! All you've gotta do is make one side a Snow-Covered Swamp, and the other something like Maze Of Ith or Rishadan Port. Poof! Instant playability. While we're at it, how 'bout Counterspell/Fork, Lightning Bolt/Swords To Plowshares and Demonic Tutor/Balance. Someone missed the boat on those.

**Phasing:** So what if most phasing cards are on a plane with Dwarven Pony? The potential of this mechanic is enormous; all you've gotta do is get them to count phasing in as coming into play. My life-gain deck would be unbeatable!

**Homelands:** Speaking of Dwarven Pony. So what if a set's not a mechanic? As a whole, it makes the square wheel look like an award-winning invention. Now where's my set of the 300 best *Magic* cards of all time, complete with the five Moxes, a Lotus and an Ancestral? Now that's a land I'd call home.

Wizards R&D, here I come. Now who's your daddy?

Steve Frohnhoefer  
Associate Editor  
INQUEST GAMER

**F**irebolt. Skull Fracture. Call Of The Herd. All these new *Odyssey* cards with flashback covering my desk got me thinkin'. Haven't I seen this before?

Go ahead, call flashback "buyback-lite" if you will. But ya know what, I call it "buyback-right." Cuz this time, Wizards of the Coast used its Lifeline to get the correct answer.

We all loved Capsize, Forbid and Shattering Pulse. But c'mon. "Pick up the Serra and I'll buy it back" gets real old, real fast. At least flashback is balanced. I don't mind taking a Firebolt across the nose twice. Sure beats having 18 friggin' spells countered by the same Forbid or my opponent gaining 6,000 life by playing Worthy Cause on a buttload of walls. OK, so the latter's a reach.

Flashback's not even the first time WotC's

## masthead

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**BOMB SHELL**  
2002'S BIGGEST GAMES

### LOST IN SPACE

Pinnacle rounds up Deadlands: Lost Colony in the spring. It's all the horrific Deadlands you know and love—only this time, it's in space!



# Inquisition

## BUTTKISSERS... BIG CRYBABY... HIPPO CANDY...

*Spiritmonger is still on everyone's mind. Seems the InQUEST community thinks this creature is some unstoppable, game-winning machine. Now, granted, it's a 6/6 regenerator that gets bigger whenever it's blocked, but that doesn't mean it's unstoppable. In fact, a Spiritmonger-hating Magic fan has posted a list of 324+ ways to stop this fatty. For example: # 10: Chump block it. With a Blastoderm even. # 13: Pacifism. Why not? Can't attack, can't block, just sits there changing its color. # 96: Cho-Manno, Revolutionary. El Chumpo only has a toughness of 2, but it may as well be infinity. # 108: Wall Of Nets. At end of combat, remove from the game all creatures blocked by Wall Of Nets.*

*Still think this creature's unstoppable? The full list is at: [www.angel.fire.com/sd/priorities/killmonger.html](http://www.angel.fire.com/sd/priorities/killmonger.html).*

I'M RETURNING THIS "THIGH-MASTER"...IT'S NOT WHAT I PICTURED.

## SET US UP THE CARDS

What I'd like to see—and what would get me to put some of my scarce dough back into *Magic*—are new collector's editions. These are non-random, non-tournament legal sets of cards from each of the blocks released some time after the block rotates out of Standard. WotC did this years ago with the original *CE* and *International CE* but never followed them up. I'm convinced that with the absence of new collector type sets *Magic* will devolve into a game playable only by those devoted to it—with no room for the casual gamer.

*Trevor Dewey*

[TDewey@virtual-cafe.com](mailto:TDewey@virtual-cafe.com)

*We too love collector sets and have suggested them to WotC every time they asked our opinion. Alas, there's no joy in Mudville. WotC has instead chosen to focus their efforts on boxed sets like 1999's Battle Royale multiplayer offering and last year's Beatdown big creature themed set. This year, look for the Deckmaster boxed set featuring decks designed by Richard Garfield and Jon Finkel.*

## BUTTKISSER PT. 1

Thanks for not beating the hell out of me for kissing your butt at Gen Con. How was I supposed to know it was a figure of speech?

I'm trying to collect a copy of each stamped prerelease card from *Magic* but I'm hitting some snags identifying all of them. Please help!

*Squire Kershner*

[Pkershner@yahoo.com](mailto:Pkershner@yahoo.com)

*No problem. I love a good butt-smooch when I'm not the one with the puckered lips. WotC first started giving out prerelease cards with the*

*Tempest expansion. Here's every prerelease card and the set with which it was released:*

CARD	PRERELEASE
Dirtcowl Wurm	Tempest
Revenant	Stronghold
Monstrous Hound	Exodus
Lightning Dragon	Urza's Saga
Beast Of Burden	Urza's Legacy
False Prophet	Urza's Destiny
Overtaker	Mercadian Masques
Rathi Assassin	Nemesis
Avatar Of Hope	Prophecy
Raging Kavv	Invasion
Questing Phelddagrif	Planeshift
Fungal Shambler	Apocalypse
Lu Bu, Master At Arms	Portal: Three Kingdoms

## BUTTKISSER PT. 2

Why is *Mage Knight's* Venomous Shadow Dragon licking its bung-hole?

*Rob*

[Rob007FL@aol.com](mailto:Rob007FL@aol.com)

*It ain't easy on the bowels eating all those soldier and orcs. Maybe a spear or a sword got stuck back there? Just a guess. This is really a question for someone with experience in such things. Unfortunately, Cow Nose the cat is still on walkabout.*

## KANVUSED

In InQUEST #77, you featured a deck with Mask Of Intolerance and land changers. I don't believe this combo works. The Mask triggers at the beginning of the player's upkeep. If the player has four or more basic land types in play, it triggers; if not, it doesn't. There is no time to switch the land as you cannot play effects during the Untap Phase.

If I am in error, please let me know; if I'm correct, please send me a box of *Apocalypse*. Thank you.

*Avri J. Balofsky*

[kishka\\_boy@hotmail.com](mailto:kishka_boy@hotmail.com)

*ARRRRGH! Avri is correct. Our kavu deck fell victim to one of those maddening Magic rules*

**BOMB  
SHELL**  
2002'S BIGGEST GAMES

## DYSON'S CREEK

Interactive Imagination (*MagiNation*) is working on a science fiction console and card game property set inside a derelict Dyson sphere.



**technicalities whereby you can respond to the Mask triggering and change basic land types to avoid taking the damage but you cannot change basic land types to trigger the Mask's damage dealing ability.**

## CRYING GAME

I sat down to read my monthly INQUEST when something caught my eye—Dominarian Obituaries. Gerrard dead? Yippie! Crovax? About damn time. Ertai? Awww... Friggin' tragic. Hanna? Hanna died? That makes me sad! *Really.*

I thought about picking up the *Apocalypse* novel, but now, I'm not. It was a good thing that I read INQUEST instead. I am a big crybaby. After reading about Hanna's death, I'd have bawled my eyes out. My friends had to lift me out of the theater after watching "Dragonheart," I was crying so hard.

Paige Guthrie  
Cincinnati, Ohio

**Would it make you less sad if I told you the she was doing the nasty with Squee? She deserved to bite it.**

## CANDY FROM A HIPPO

Here's a good one for your stumpers section: How the hell do you pronounce "Phelddagrif"? Is it like "fella-dar-grif"?

Wasn't there a Phelddagrif from *Homelands*? When I saw that unpronounceable name and a purple hippo with wings in IQ #76, it reminded me of *Homelands*. Not that Questing Phelddagrif sucks, I just remember some purple hippo with wings. Of course, I always thought that one looked like it was made of candy.

Josh Jelin  
via e-mail

**Just put your lips together and say "fell-da-grif." The word is an anagram—a word made up by rearranging the letters from another word or phrase—of "Garfield PhD."**

## D&D RIP-OFF

There has been a tragic miscarriage of justice perpetrated against the gaming community of the world in the form of the "Dungeons & Dragons" movie. It was not without its merits, but it was a blatant rip off of the Nintendo 64 game console.

Case in point: The four main characters,

a dwarf, thief, darkly colored elf and a fighter are the four characters from *Gauntlet Legends*. Now this could be a coincidence, but read on.

Next, we have the villain, who is none other than Ganondorf, from the *Legend Of Zelda, Ocarina of Time*. The villain not only looks like him, but when hit with a magic bolt he turns purple and yellow lightning plays across him exactly as Ganondorf does when he's hit with a light arrow.

The film's plot to get the dragon-controlling staff is yanked from *Shadowgate 64*, where you need the Staff Of Heroes to save the world. Please look into this and spread the knowledge to any and all.

Charles Everett  
Castle Rock, Colo.

**That's it. The Man cut my letters section way down this month. But don't fret; I'll be back next month at full length.**

*Tom Apich*

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What's happening  
in the world of gaming...

# news

## Go Figure

### WIZKIDS RIDING HIGH—SUPER-HERO, BATTLETECH, DUNGEONS GAMES COMING SOON

**F**ans of the *Mage Knight* collectible miniatures game have snapped up more than 10 million of the fantasy figures over the past year and pitted them in countless battles on tabletops around the world.

So what does WizKids, inventors of the revolutionary game, do for an encore? Glad you asked.

#### ***Mage Knight: Whirlwind***

The newest full expansion for the hotter-than-hot collectible minis game will release in November, introducing 142 new figures to the *Mage Knight* family. What can *MK* addicts expect with *Whirlwind*? "This set introduces a new race, the Krugg, a sort of ogrelike brutish race from the Northern Mountains," said Mike Yates, public relations manager at WizKids. "Also, a new faction will appear, the Shyft. Its main claim to fame will be the ability to organize Mage Spawn units into formations," he said.

There will be 10 new unique figures for collectors, and the Black Powder Rebels and Elemental League finally get their own mounted troopers. *Whirlwind* will be sold only in boosters, with each booster containing two common figs, one unique/rare fig and one common/rare/unique mounted fig.

#### ***Mage Knight: Dungeons***

*Dungeons* will take the world of *Mage Knight* underground by combining the collectibility and mechanics of original *Mage Knight* with a dungeon board game mechanic. The set will include 100 new figures from two different factions: Mage Spawn

and Heroes. The set also includes treasure chests that serve as players' objectives when they venture into the lower depths.

Victory conditions are straightforward: Players enter, get as much treasure as possible, then exit the dungeon without being killed by the Mage Spawn creatures or the traps protecting the treasures. Every action in the game will cost "speed points"—even attacking and searching for treasure will have a speed point cost. The figures, which utilize the same combat dial bases as standard *Mage Knight* figures, start out midway through the combat base at level one. As players kill monsters and collect treasure their figure gains experience and "clicks up" to new levels and new powers and abilities.

That's not all that's new though. Each miniature treasure chest figure has two tumblers inside: one on the lid and one on the base.

When players encounter the chest they twist the top tumbler to see what trap, if any, their character must survive.

If the chest is successfully opened, the second tumbler is twisted and the lid opened to reveal the treasure in gold or magic items. To make it even more interesting, there are a variety of different chests; however, they all appear the same, so players have no idea what to expect. Each of the new figures in the set will be cross compatible with the original *Mage Knight* game and all current figs will be playable in the dungeon with a conversion card.

Cardboard dungeon tiles will make the floor plans different for every game. *MK: Dungeons* will be sold in starters at \$19.95 and boosters at \$6.95. "Dungeon Packs" featuring six color dungeon tiles and six three-dimensional doors will also be available for \$14.95. *Dungeons* is due out in early 2002.

#### ***BattleTech***

*BattleTech* is among the most popular miniature warfare games ever, and WizKids is bringing the mech warriors back. Premiering in the summer of 2002, the all-new game system is being developed by Randall Bills, lead *BattleTech* developer for



MARVEL'S THOR GOD OF THUNDER



# INSIDE

FASA, which previously owned the game. Though the new *BattleTech* will use *Mage Knight*-type bases, the figures will be of a larger scale, compatible with HO model railroad scale.

It will also use a new dial base incorporating a tumbler that keeps track of a mech's heat level. The game mechanics will be more advanced than *Mage Knight*. According to Yates, "If *Mage Knight* is considered an entry-level miniatures game, *BattleTech* will be an advanced-level game for experienced minis players."

Storyline is a major concern with *BattleTech* fans, and they will not be disappointed, as Mike Stackpole and Loren Coleman—authors of many of the *BattleTech* novels and modules—are on board to write the new story. It will be set 60 years in the future, after a period of peace when all major battle mechs have been decommissioned.

The idea is to get back to the original concept of *BattleTech*, where mechs are rare and kings of the battlefield. The game will be sold in starters and boosters. WizKids hopes to have it ready in time for Gen Con 2002.

## DC and Marvel comics

WizKids is deep in development for a new superhero game engine to accommodate the two biggest comic licenses in the known universe: DC and Marvel. The game system is being developed by Monte

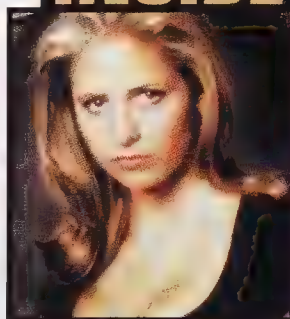
Cook, a 20-year veteran designer, who's worked on everything from *Dungeons & Dragons: Third Edition* and *Champions* to *Rolemaster*.

The yet unnamed superhero games—two, one for each comic license—will be sold in starters and boosters and are planned for a late summer 2002 release.

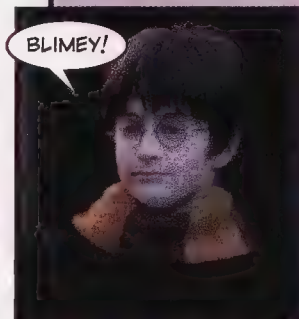
WizKids knows it has its work cut out for it. According to Yates, "it will be no small task to take all of the possibilities that exist in a superhero environment—movement, powers, etc.—and compact them down into a playable combat base-style miniature game." However, judging by past WizKids successes, there's no doubt the company can pull off another couple of brilliant games. ■ Andrew Lupp



**LOCKSMITH KARG** Mage spawn figure from *Mage Knight: Dungeons*



**Buffy CCG Rising.** PAGE 26.



BLIMEY!

**Not so Dirty Harry.** PAGE 30.



**Cthulhu Invades Magic.** PAGE 120.

# Full Color Apocalypse

## WEREWOLF AND VAMPIRE COMICS LAUNCHING

**Q**uick, how many games can you name that have been turned into comics?

By the end of this year, there'll be at least two. One publisher, Moonstone, is launching quarterly comics based on the worlds of White Wolf Game Studio's *Vampire* and *Werewolf* roleplaying games.

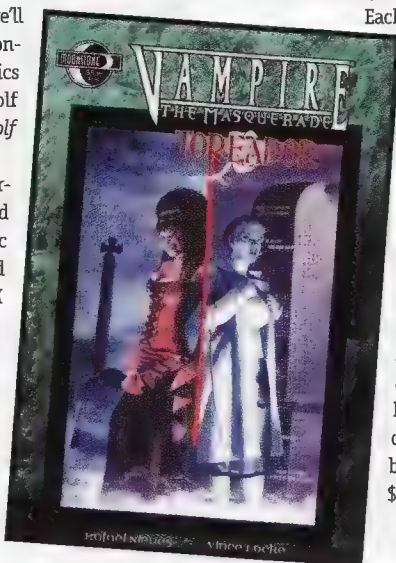
"We've been publishing creator-owned comics for years and wanted to do something to expand the comic reading and buying audience," said company president Joe Gentile. "I believe White Wolf was looking to do this and waiting for the right company to come along."

"White Wolf was looking for a company that would create comic books faithful to our World of Darkness, and we found an ideal partner in Moonstone. Moonstone

is committed to quality—a fact you'll see on every page," said Mike Tinney, VP of White Wolf Licensing.

Each quarterly issue will be a self-contained story centered around a single vampire clan or werewolf tribe. The first *Vampire* comic focuses on the Toreador clan and the first *Werewolf* comic on the Black Furies tribe.

*Vampire: The Masquerade* launches in October, followed by *Werewolf: The Apocalypse* in November and *World of Darkness* in December. Each will be a deluxe 48-page, square bound book retailing for \$5.95. ■ M. R. Goode



# PLUS:

**EverQuest on the Moon.** PAGE 38.

**Oracle! Complete Magic Players Guide.** PAGE 70.



## WHAT'S HOT BUZZ IN THE WORLD OF GAMING

**STAR TREK RPG** Decipher will launch its proprietary new roleplaying system this fall with two 256-page full color hardcovers. Their *Lord of the Rings* RPG will use the same system



SMALLVILLE

Here's hoping it gives d20 a run for its money.

**WOLFWOLF** Okay, so "Voyager" was not Star Trek's finest hour. But from what we've seen, the new "Enterprise" show looks promising. And if it sucks, gamers can tune in to the new Superman show "Smallville," or the werewolf populated "Wolf Lake"

**UNDERCHARGE** Here's a trend we hope to see catch on: Boosters for the new *Marvel Recharge* superhero CCG are a reasonable \$1.49 for eight cards. Maybe they should've called it "undercharge."

**THIRD REICH** One of the most popular wargames of all time, *Third Reich*, is returning to shelves in November. John Prados, the original designer, has revamped the game, keeping the fun strategic aspects while stripping out the cumbersome complexity. It's from Avalanche Games.

Among the best Internet gameplay programs we've seen is the ACTS system found at [www.warhorsesim.com](http://www.warhorsesim.com). It supports less than a dozen titles currently, but if you play favorites like *Hannibal*, *For The People* or *Paths Of Glory*, you need to check it out.

**RIFTS** It's not just an RPG anymore. *Rifts* the CCG has hit the street and it looks mah-velous. The gorgeously colored cards are thanks to a new method called "hexachromal printing."

**WOTC'S NFL SHOWDOWN CCG** It's the biggest game of the fall, played by millions, including the INQUEST staff. If you missed out in joining a league, console yourself with a copy of WotC's *NFL Showdown* CCG. Big fun for the serious football fan.

**OOOPS.** We failed to credit former INQUEST MVP Jeff Hannes for his hard work in compiling last issue's complete *Dungeons & Dragons* price guide. Sorry Jeffy.



# Year of the Damned

## WHITE WOLF PLANS SURPRISES FOR 2002

**D**amnation is only a few short months away.

Beginning Jan. 1, 2002, White Wolf Game Studio is kicking off its "Year of the Damned." It's a year that will usher in some big changes in the World of Darkness.

First to feel the sting is the *Vampire: The Dark Ages* game. A revised edition will be White Wolf's first big release of 2002. The revamped book will be called *Dark Ages: Vampire*. Why the name change? "It's time for *Dark Ages* to stand on its own two feet," according to developer Philippe Boulle. "This isn't just *Vampire* in chain-mail; it's a separate game with its own atmosphere." *Dark Ages* will also get its own series of accompanying clan novels.

*Exalted* will get *Time of Tumult* in January—a sourcebook that will introduce players to the ongoing conflicts in the world of the *Exalted*, explore the Realm and expose the key players on the horizon. The series of Solar Castebooks will continue with *Zenith* in February. And a new hardcover, due in April—*Exalted: The Dragon-Blooded*—will give players the option of taking on the role of a second type of *Exalted*, the ruling faction of the Realm.

*Vampire: The Masquerade* will get two new hardcover volumes in 2002. *Guide to the Anarchs*, scheduled for release in February, will give the Anarch movement a treatment similar to that enjoyed by other factions in the guides to the Camarilla and Sabbat. *Vampire by Gaslight*, a detailed Victorian setting will premiere later in the year.

*Vampire: The Eternal Struggle*, the CCG set in the World of Darkness, will get a revised core set in 2002. The Camarilla Edition will replace the out-of-print, base set and follows December 2001's *Bloodlines* expansion. Look for a preview of *Bloodlines* in next month's INQUEST.

All this may not sound very damning, but the releases are all building up to a huge and ominous event for the World of Darkness. White Wolf isn't saying what that is, but it will take the form of a major release in December 2002 and will change everything you think about the supernatural. ■ IQ Staff



**DARKNESS COMETH** From *Ravenloft* for d20 to an all-new game due out next December, White Wolf continues to explore the dark side.



# Ready your *Chainmail*

## ORIGINAL FANTASY MINIS GAME IS BACK

**B**eware the monkey with the red ass.

Good advice in any situation but particularly pertinent when playing Wizards of the Coast's new *Chainmail* miniatures game. If "*Chainmail*" sounds familiar, you may be remembering your *Dungeons & Dragons* history. The original *Chainmail* was among the first fantasy miniatures games published and it's what Gary Gygax and friends were playing when they had the idea for *D&D*.

"The new version of *Chainmail* has little in common with the old game," according to the game's creative director, Chris Pramas. "We've designed a quick-playing minis game from the ground up—one that's fun by itself but also directly ties in with the d20 rules and *D&D* worlds," he said. "*Chainmail* players will be able to use these models to play out almost any encounter from their *D&D* campaign."

*Chainmail* is tactical in scale, with each player controlling warbands of two to 15 figures from one of six factions fighting for survival in the region of the Sundered Empire. *Chainmail* has its own storyline for fans who don't want to incorporate the game into their *D&D* campaign or who want to play it as a stand-alone product. Factions in the initial starter set are the human Thalos and animalistic Naresh. The other four factions are the Ahmut (undead), Drazen Horde (orcs and assorted monsters), Morgengard (dwarves) and Ravilla (elves).

Learning *Chainmail* is much easier than learning *D&D*. Most gamers will be playing within 30 minutes of opening the box, although with



**BAD, BAD COMPANY** *Chainmail*'s monsters are among the most detailed minis ever.

unpainted figures. The starter sets will retail for \$29.95 and contain eight metal figures. You'll get four each from the Thalos and Naresh factions, along with two d20s and a rulebook containing terrain cutouts.

Each month after the game's release, a new figure for each faction will be released. Look for *Chainmail* to bash its way into stores on October 8. Hint: If you want to win make sure the War Ape is on your side. He's the one with the big red ass and he kicks butt! ■ Tom Slizewski

## Tolkienist Jailed

**H**ardcore fans of the "Lord of the Rings" trilogy aren't just found in the Western world. J.R.R. Tolkien's books are hugely popular in the former Soviet Union as well.

Though only widely available for about 10 years, the trilogy has developed a cult-like following in many places.

Several hundred fans—called "Tolkienists"—routinely gather at Neskuchny Park in Moscow on Thursday evenings in the summer.

In Kazakhstan, thousands dress up and re-enact scenes from the books and are often harassed by the police who charge them with Satanism and committing dark rituals.

According to a Mr. Vitaly, quoted in the London newspaper *The Independent*: "We only hold conventions in the city twice a year. It's our lifestyle. The police don't like it, but we aren't going to stop. It's our entire life."

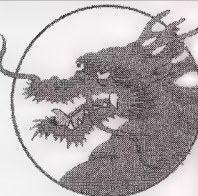
One of those arrested said he was held for two days in a cell half filled with water and too small to stand up fully. Police use these cells in an attempt to extract confessions. ■ M.R. Goode



**Gandalf or Russian Imposter?**

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## [ ONDECK ]

## PICK OF THE MONTH



## BUFFY THE VAMPIRE SLAYER CCG

There's evil and conflict, yet both your heroines, Buffy and Willow. The Vampire Slayer CCG manages to explore all the elements of the hit TV show and still has something more than what happen on a T.V. role.

The complex around characters of Buffy and Willow. Players must learn to play through the show, trying to either take out your enemies or protect either the vampires or the heroes. You must complete missions to achieve victory points. Try to take control of the vampire deck while you the game, but beware, just when you think you're in control, the sliding or setting of the card can change the game in a heartbeat. The night isn't no place for high-schoolers, while the daylight strip the movement of vampires.

With so many paths to victory, the opportunity for multiplayer games and a wide variety of characters, strategy is high difficulty.

Appropriately, the game's set for a Halloween release. Sixty-card base- or villain-themed starter decks run \$10.99. There's two booster pack from: a 12-card pack can be found in hobby shops for \$3.29, while retail outlets will sell 10-card packs for \$2.99. For more info, check out the game's website: ([www.btvccg.com](http://www.btvccg.com)).

## DRAGONSTAR

**WHAT IT IS:** Finally, a d20 science-fiction game... kinda. In a galactic empire with spacefarers unlike any you've seen before, wielders of science and sorcery struggle against the shadow of the dragons. The *Starfarer's Handbook* gives players everything they need to know about character creation, setting background and play, while the *Galaxy Guide* provides detailed information on history, planets, monsters and races of the universe. Fantasy Flight. **\$27.95 each.**

**WHY IT'S COOL:** Elves, dwarves and dragons in space? You got your fantasy in my sci-fi! Why settle for one genre when you can play both?

## CODEX MYSTERIUM

(Sovereign Stone)

**WHAT IT IS:** The magic handbook for *Sovereign Stone*, featuring the lowdown on magical orders like the elven Wyred and Temple of the Magi. Sovereign. **\$29.95.**

**WHY IT'S COOL:** Count 'em—more than 200 new spells, magic items and prestige classes, all d20-compatible. Can your mage afford to go without this book?

## FRIENDS &amp; FOES

(Lord of the Rings board game)

**WHAT IT IS:** An expansion for the *LotR* board game. Fantasy Flight. **\$21.95.**

**WHY IT'S COOL:** The game gets two new boards—Bree and Isengard—as well as the addition of characters such as Strider, Saruman and the spiders of Mirkwood. And, as you well know, giant spiders double the fun value of any game.

## LITTLE KEEP ON THE BORDERLANDS

(HackMaster)

**WHAT IT IS:** Somewhere near the Borderlands, amidst forests and tangled fens, are chaotic caves where ravenous creatures lie in wait for unwary heroes. Kenzer & Co. **\$11.99.**

**WHY IT'S COOL:** Newbies should look back about 20 years to find the basis for the title. Old-schoolers can just revel in the nostalgia.

## MAGIC 2001 WORLD CHAMPIONSHIP STARTER DECKS

**WHAT IT IS:** The best of the best. The four decks that ruled the 2001 Standard scene. Wizards of the Coast. **\$9.99 each.**

**WHY IT'S COOL:** You wanna play like the pros? These decks are key.

## MYSTIC WARRIORS

(d20 fantasy)

**WHAT IT IS:** A d20 sourcebook examining the lives of magic-wielding adventurers. Mystic Eye. **\$11.95.**

**WHY IT'S COOL:** Flinging firebolts ain't all chicks and chainmail. A lot of people see magic as evil and aren't afraid to tell you about it. This shows you the downside of that godlike power.



## OH GNOME

**WHAT IT IS:** A battle of strength and wits against the gnomes next door, to control the garden hose and pull your neighbor into the fence. No, we're not kidding. For two to four players. Mayfair. \$20.

**WHY IT'S COOL:** Any game that has "a prayer for squirrels" cannot go wrong.

## ORIENTAL ADVENTURES (Dungeons & Dragons)

**WHAT IT IS:** The Asian fantasy sourcebook for D&D. Wizards of the Coast. \$34.95.

**WHY IT'S COOL:** Not only do you get new classes like the shugenja, samurai and ever-so-sneaky ninja, you also get a complete *Legend of the Five Rings* campaign setting, the ultimate in shuriken-chucking fantasy!

## RAVENLOFT (d20 fantasy)

**WHAT IT IS:** The *Third Edition*-compatible setting of the an old D&D fave—a land where being undead is an asset and evil rules. Sword & Sorcery. \$29.95.

**WHY IT'S COOL:** Because it really cranks the danger level up a notch. *Ravenloft* is a place where evil is commonplace and the good guys are an endangered species.

## ROKUGAN RPG

**WHAT IT IS:** The d20 version of *Legend of the Five Rings*, with everything you ever wanted to know about the Emerald Empire. Alderac. \$24.95.

**WHY IT'S COOL:** *L5R* has one of the lushest settings and backstories in the history of gaming. Do you really need another reason?

## SERIAL EXPERIMENTS LAIN: ULTIMATE FAN GUIDE (Big Eyes, Small Mouth)

**WHAT IT IS:** The RPG guide to the anime series. Two worlds exist: the real world, and the wired world. The day after a classmate commits suicide, a 13-year-old receives an e-mail from the dead girl. Guardians of Order. \$24.95.

**WHY IT'S COOL:** A surrealistic Tokyo cyberpunk setting with an anime flair. It doesn't get much weirder!

## WAR! AGE OF IMPERIALISM

**WHAT IT IS:** Explore, build an empire then expand through technological advancements, diplomacy and—our personal favorite—good old-fashioned war. Set in the years 1830 to 1900, a.k.a. the Age of Imperialism, this is one more way to plan your world conquest. Eagle. \$49.99.

**WHY IT'S COOL:** Look dude, you're never going to be a real emperor. You might as well live out your fantasies here.

## WORLD OF ZORRO ADVENTURE GAME

(Legacy of Zorro)

**WHAT IT IS:** The full-blown game and resource guide for the man with the mask, packed with options for characters, new weapons and details on 1820 Spanish California. Tundra. \$24.95.

**WHY IT'S COOL:** We've said it before, and we'll say it again: Catherine Zeta-Jones. But for you freaks out there: [www.queenofwords.com](http://www.queenofwords.com).

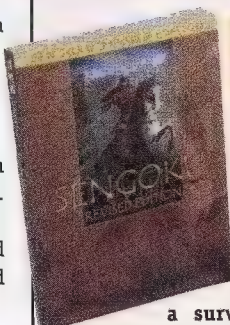
# BEST BUYS

## GAMES WE CAN'T GET ENOUGH OF



## STAR WARS CCG: CORUSCANT

Sharp as a tack. That's how clear the pictures are in the latest release for the *Star Wars CCG*. Add in great new cards—especially those with cool alternate art—the continuation of the storyline that brings Darth Maul and more "Episode I" characters into the core game, and a barrel of wamprats being whipped into a frenzy as players gear up for November's World Championships, and there's no doubt the force is with this expansion. Decipher. \$3.29 per 11-card booster.



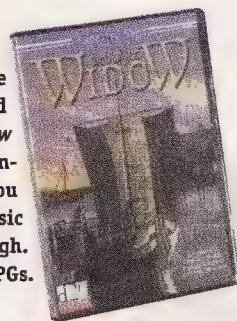
## SENGOKU: REVISED EDITION

Is *Legend of the Five Rings* a bit too fantasy-based for you? Then *Sengoku* is for you. Everything you ever wanted to know about feudal Japan is locked up in this roleplaying game: history, customs, religion, occupations, architecture, politics, etc. It's as much info as

a survey course on Japanese history, all wrapped up in an easy-to-learn and action-packed RPG using the fusion system. Gold Rush. \$29.95.

## WEB OF THE WIDOW

Finally, a half-breed between online games like *EverQuest* and pencil-and-paper-roleplaying. *Web of the Widow* provides a complete 120-page d20 fantasy RPG module on one CD-ROM. You get maps, printable game aids, music and 3-D scenes to walk players through. It's the latest step in a new age of RPGs. Columbia. \$19.98.



## TENJO

Feudal Japan was never like this. *Tenjo* is an easy-to-learn, yet deeply strategic war game where the battlefield can change by the minute as shadow-warriors slip unseen into castles and players trade family members for peace. Part *Diplomacy*, part *Risk*, part *Legend of the Five Rings*, *Tenjo* truly tests your leadership skills as you and the other players vie for control of economic centers while your generals lead samurai in defense and to war against the other clans. For two to four players. [www.tenjo.com](http://www.tenjo.com). WhySpire? \$49.95.



# Killer Decks

## Magi-Nation Duel by Edward Bolme

**D**iscard, lockdown, destroy. At the first *Magi-Nation* World Championship, held at Gen Con 2001, Ron Padgett's winning strategy was to ensure that the other players couldn't fight back. His discard/lock deck put players in a CCG full nelson and pinned them hard.

### Top Cards

This deck focuses on discard powers, cheap relics and variable-cost spells. The only non-discard creatures you have are Brannix, J'lith and Ormagon; they all can provide the killing blows. All of the other creatures purge your opponent's hand, and an empty hand poses no threat.

The relics help you get rid of cards both in play and in hand. Plus, they provide a handy bonus to your J'lith when you finally decide to take down your opponent's magi. Rayje's Belt can lock down an opposing magi's ability, preventing any nasty surprises. Finally, the variable-cost cards, Resonate and Thunderquake, provide you with much-needed flexibility. These cards can help you defeat your own first two magi quickly, which is an essential part of your 1-2-3 combo.

### How It Beats You

Discard early and often. If you win the roll, go first. Have Tony Jones start with a Husp. Play and use the Husp immediately to search your opponent's deck, discard key cards and scout the opposition. Defeat Tony as fast as you can; you should be able to do it on the first turn if you manage your energy properly.

When Adis comes up, grab an Orish and an Epik. Use them to purge your opponent's hand, eliminating any chance your opponent has to play creatures or spells that can discard energy from your creatures. Use your spells to get rid of any creatures your opponent already has in play. As with Tony, you want to defeat Adis at the end of her turn. Then, it's up to Aula



to bring it home. Using her windsight power and the Cloud Sceptre's power, you can cycle cards with great speed. Your goal is to bring out the discard creatures and play as many relics as possible. Use these to keep the opposing magi's energy down to one and keep your foe's hand empty of cards. Do not rush to take out the magi; you need time to build up for the kill.

### #1 Card

The Orish. It's almost a one-card combo. It can attack to deplete a magi's energy and force your opponent to discard afterward. Backed by a Storm Ring, which gives it energy in an attack—which it can then use to fuel its discard power—it's a perpetual no-motion machine.

Edward Bolme keeps confusing "full nelson" with "full monty." Beware.

## Ron Padgett's "Flying Full Nelson"

### MAGI (IN ORDER)

Tony Jones  
Adis  
Aula

3 Husp  
1 J'lith  
3 Orish  
2 Ormagon

### CREATURES

1 Brannix  
3 Epik

### SPILLS

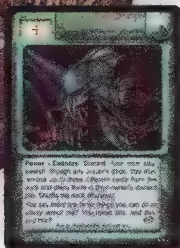
1 Gilded Cage  
2 Lightning

1 Resonate  
2 Shockwave  
2 Storm Of Fishes  
2 Thunderquake

### RELICS

1 Alaban Gloves  
3 Ancestral Flute

1 Arderial's Crown  
2 Cloud Sceptre  
1 Eye Of The Storm  
1 Mask Of Abwyn  
2 Rayje's Belt  
3 Relic Stalker  
1 Storm Ring  
2 Warrior's Boots





**Y**ou don't need a lightning bolt scar on your forehead to master potions and spells. And you don't need to know your boggarts from your gillyweed.


What you need is an insider's crash-course on the new *Harry Potter Trading Card Game*. That is, if you want to outwit any opponent that comes your way and be the top card-slinging wizard on the block. We've poured through the new set and sorted out the top 10 tips for building quality play decks and abusing the game rules. Spend a few minutes here and you can skip the first three years at Hogwarts.

**1 CHARACTER FLAWS** Your deck is based around a single character, so choose wisely. Dean Thomas' ability, which allows you to draw three cards once per game, amounts to next to nothing in a match. Avoid him and characters like Ron Weasley, who lets you play a character for one action instead of two, unless you plan on building a super-specific deck to take advantage of his trait. Instead, concentrate on broken characters with immensely powerful abilities, such as Professor Severus Snape who provides an extra potion lesson each turn and recycles seven cards from your discard pile once per game.

**2 FOCUSED STUDY** Don't just throw a bunch of cards together and hope to win; you have to have a game plan. Most powerful decks rely on a focused deck theme to achieve victory. You may play a Snape deck which heals a lot and recycles cards (see our killer deck on page 32), or a Malfoy discard deck which reduces your opponent's hand size and then slams down an adventure to put the squeeze on. Every good deck should carry elimination cards which can either damage creatures or your opponent.

**3 LESSONS LEARNED** How many lessons do you play? Well, that depends on your strategy. If you play a single-colored deck, you might get away with as few as 20 lessons. Low-cost decks full of quick creatures and spells

by the IQ Gamer staff



# 10

Top 10 tricks to beat  
your opponent at the new  
Harry Potter card game

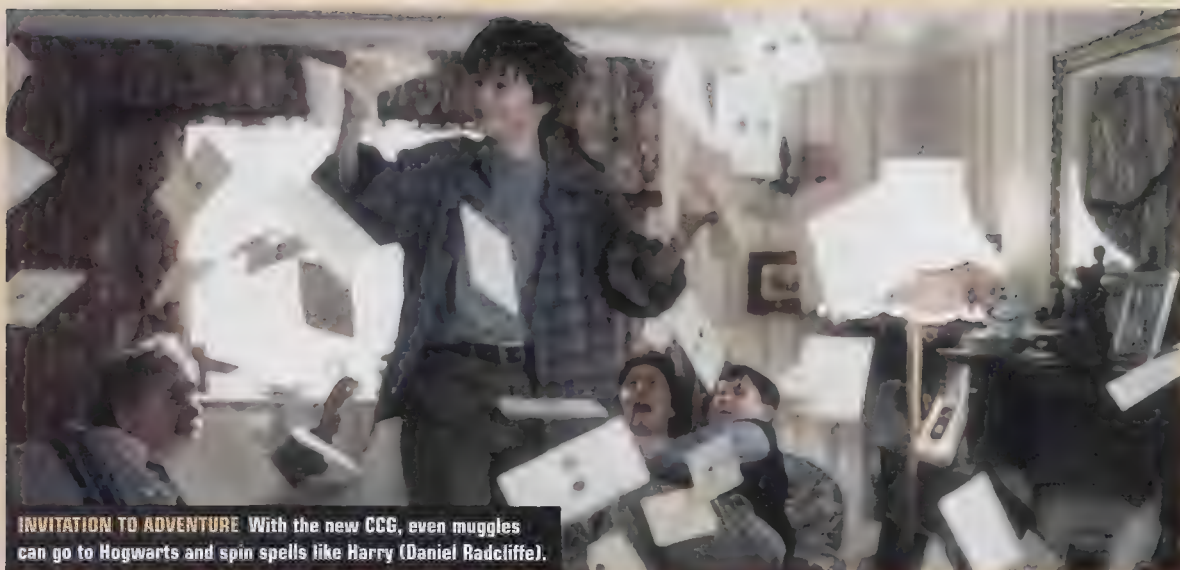
Photos: Peter Mountain/Warner Bros.



A young boy with dark hair and round glasses is looking slightly to the left. He is wearing a dark sweater with a yellow collar. The background is dark and textured.

# ggle Mania





**INVITATION TO ADVENTURE** With the new CCG, even muggles can go to Hogwarts and spin spells like Harry (Daniel Radcliffe).

that don't eat up your lessons can usually work with 22 to 24 lessons. Expensive decks with casting costs of six or more need 25 or more lessons to work. If you have extra slots open when building your deck, it's always a good idea to include more lessons. You never know when someone's going to try and blow up your resources with cards like Lost Notes.

**4 ADVENTURE PARTY** There's a reason adventures take two actions to play and only one can be in play at any given time—some of them are brutal! Human Chess Game can

completely shut down your opponent—if you don't play a card, they can't play a card—so as long as you have the creature advantage in play, you're golden. Avoid adventures like Meet The Centaurs and Reptile House, which don't do much of anything. Remember, you have to skip a whole turn to play an adventure, so it had better be worth it.

**5 FEATURED CREATURES** Careful, some creatures bite! The better creatures in the game destroy a lesson when they come into play, so stock up on extra brown lessons. Powerhouses like Norbert deal five damage, but cost two lessons to summon. Or you could go with specialty critters like Delivery Owl or Pet Toad. The Owl nets you an extra card each turn, while the Toad prevents you from getting smacked with a damage spell. Hagrid's a natural in a heavy creature deck; he adds 2 damage to each of your big creature attacks.

**6 TOO GOOD TO BE TRUE** Snape's Question seems like a bargain: four damage to your opponent for only a cost of three. However, if your opponent shows a potion card from his hand, he avoids all damage. Why risk playing this card? If your opponent's playing green, it does nothing. It's never worth putting a super-limited card like Snape's Question in your deck. Same goes for the lesson-destruction cards like Avifors and Cauldron To Sieve. Unless you have other tricks for these cards, such as chucking them to Draco Malfoy's discard ability, you can't rely on your opponent playing the matching colors to use them effectively.



**DUMBLE-ADORED** Headmaster Albus Dumbledore (Richard Harris) is a favorite of his students, and the way he protects Harry demonstrates why.

## HEALING POWER

An affordable, powerful Harry Potter deck

Harm your opponent with the gift of life. This deck has eight healing spells which recycle your discard pile, making it that much harder to run you out of cards. Blue and green damage spells eliminate creatures from your opponent. There aren't any creatures in the deck, so spells against them are useless against you. For the big win, don't join with a 10-cost Malevolent Modron followed by a 12-cost Draught Of Living Death.

### CHARACTERS

1 Professor Severus Snape (starting)

3 Hermione Granger

### CHARMS SPELLS

4 Stupefy

4 Ice Blister

4 Vermilious

### POTIONS SPELLS

3 Dogbreath Potion

1 Draught Of Living Death

4 Food Throw

4 Hospital Wing

1 Malevolent Modron

4 Nauseous Potion

4 Penfroy's Pick Me Up

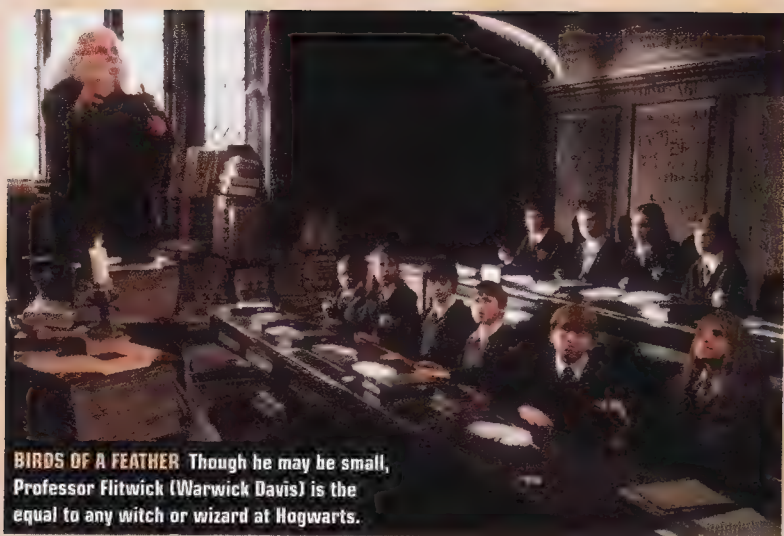
### LESSONS

0 Charm

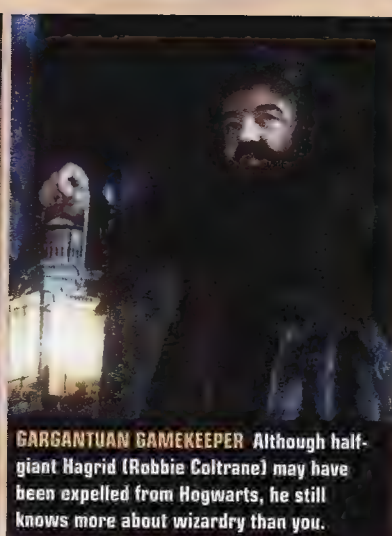
16 Potions







**BIRDS OF A FEATHER** Though he may be small, Professor Flitwick (Warwick Davis) is the equal to any witch or wizard at Hogwarts.



**GARGANTUAN GAMEKEEPER** Although half-giant Hagrid (Robbie Coltrane) may have been expelled from Hogwarts, he still knows more about wizardry than you.

**7 SPELLBOUND** Always look at the price tag. Yeah, a spell like Obliviate forces your opponent to discard his whole hand, but it also costs 12 lessons to play. Realistically, you won't play a pricey card like this much, if at all. A general rule of thumb: any card which costs eight or more is difficult to play in a regular game. You might want to place a few "bombs" in your deck, but no more than two or three.

**8 COMBO POTENTIAL** When evaluating your deck, don't just look at the cards alone. The best decks employ cards that work well together. At first glance, a card

like Draco's Trick looks awful. Why would you ever want to discard your own adventure, after you skipped a turn to play the thing? With Diagon Alley, it makes perfect sense: You get to draw as many cards as you want. Over on the creature front, it's a no-brainer to add four Steelclaws if you're playing red. Then add Hagrid to the mix, and Steelclaw deals massive damage through all your creatures.

**9 DRAW, PARTNER!** Playing your actions is the key to the game, but it's not easy determining when to use them to play cards from your hand. Early in the game, you need lessons, so you want to draw extra cards to ensure a resource base. Late in the game, you may even skip actions to avoid losing those last precious cards in a tight game. Most turns, the best strategy is draw a card with the first action, then play a card with your second action. This keeps your hand size up against nasty adventures (most of which can be solved by discarding cards) and gives you more choice on your card play for the turn.

**10 GREEN WITH ENVY** The best color in *Harry Potter* is green. Of course, you have to play brown if you want creatures, and blue has great damage spells, but green has a little bit of everything. It owns the only healing spells, which can easily turn the tide in a game—they recycle your best cards into your deck and restock your choice spells. It has the most powerful damage spells, even though most make you sacrifice a lesson to use them. A small price to pay when zapping away for so much damage. It even has speed with its items. Green's cauldron cards give you a lesson boost of up to three potions. What more could you ask for? Well, how about the best starting character in the game: Professor Severus Snape.

*Harry Potter* takes the best of existing games like *Magic: The Gathering*, *Star Wars* and *Netrunner* and melds them into something all its own. Easy to get into, the card game is deceptively hard to master. If November's movie lives up to the standard of excellence the card game has brought, we'll be happier than Hagrid with a crate of tribbles.

The IQ Gamer staff members doubt we'd make it through a semester at Hogwarts. Unless the school offers Deck Building 101 or something.

## POTTER OF GOLD

### Sneak peek at the "Harry Potter" movie and beyond

November 16 is D-Day—and it's D as in Turkey—for the debut of "Harry Potter and the Sorcerer's Stone." It's H.P. first outing onto the big screen, and fans are drooling in anticipation. The again, it may just be the thought of the pumpkin pasties, chocolate frogs and every flavor bean.

**INTERVIEW WITH ENTERTAINMENT WEEKLY** director Chris Columbus ("Home Alone") claims to have prepared at least "95 percent" of the big moments from the book. Viewers of the trailer would agree—especially after seeing the CG-rendered guard dog Fluffy and quidditch snitch footage.

Author J.K. Rowling's request that the cast version of *Harry Potter* be based has proved more a godsend than an obstacle, with such notables as Richard Harris ("Gladiator"), Alan Rickman ("Die Hard"), Robbie Coltrane ("The World Is Not Enough"), John Cleese ("Monty Python"), and Warwick Davis ("Willow") filling the roles around Hogwarts.

In the canon of all things Hogwarts, Albus Dumbledore is at the top of the list to play flamboyant instructor Gilderoy Lockhart in the second film, though the cast of newcomers has yet to be set due to delays with the first movie.

Shooting on "Harry Potter and the Chamber of Secrets" starts November 18. And reportedly, composer John Williams ("Star Wars," "Jurassic Park") and screenwriter Steven Kloves—the adapter behind the previous films, as well as "Wonder Boys"—are hard at work on book three in the series, "Harry Potter and the Prisoner of Azkaban."



# IQ THEATER PRESENTS JAY & SILENT A LOG

By Pat McCallum and Tom Root









# plugged in

## EverQuest Rides On

### HORSES, BEASTLORDS PART OF UPCOMING EXPANSION

**A**nd they're off... That's right, when *EverQuest* expansion *Shadows of Luclin* gallops into stores just in time for the holidays, gamers will find a new development in fantasy travel: horses. Mr. Ed's brethren are just one of the killer new features that are vaulting *EQ* into the 21st century.

#### Horses on the Moon?

All right, maybe it's a little odd that horses grace Luclin, a moon high above the *EQ* world of Norrath. But hey, mounting sure beats walking.

Just don't expect to ride your new friend through dungeons or cities—or to equip it with special items for that matter. These ponies are for transportation, not to double as familiars.

Still, you can cast spells while in the saddle. Said *EQ* Producer Jeff Butler: "Melee combat and spell-casting will function from horseback just as they do now." You will have to stop to cast a spell, however, although you still can move during battle and attack as long as you are facing your opponent.

If you die while mounted, there is no danger of your horse being attacked.

So you wanna ride? Butler offered some insight into where you can buy your horse. "We expect that you will be able to purchase horses at various places around the world," he said. "Different levels of pricing and quality will affect the speed at which they run" with the top speed being equal to the best available Spirit Of Wolf spell.

#### Top Cats

Horses aside, the biggest attraction for *EQ* junkies is likely to be the moon of Luclin, home to the new race, the catlike Vah Shir. The Vah Shir are an imposingly strong people who have turned to spirituality and folklore as their guides to life. Their culture flourishes with poets and shamen, but these cats don't embrace written word, and thus their intelligence and ability to wield the magic of other societies is limited.

Don't think these guys are worthless, though. Their strong ties to spirituality enable them to be in touch with wild beasts. Their hunters can stealthily hide in the forest, stalking prey in silence. Excellent agility enables them to fall great distances without harm. On top of that, they've got impressive night vision. The only drawback: a massive appetite that requires lots of food.

**BACK IN THE SADDLE** Fighting on horseback is Luclin's most kickass feature.



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Lucin's main city is Shar Vahl, a Persian-influenced sprawl that is the home of the Vah Shir king and his grand palace. Other Lucin locales include the gothic-styled cathedrals of Katta Castellum and an airless wasteland dubbed "the Grey."

"No one yet knows exactly how the ancient races residing on Lucin got there in the first place," said Butler. "But rumor has it that the wizard Al'Kabor is following a similar line of research. Interested parties may want to keep an eye on him."

The Vah Shir aren't the only newcomers. *Lucin* will feature more than 30 new and unique NPC models, and its monster tally will include everything from vampires and sonic wolves to owlbears and grimplings. *Shadows* will also add new abilities to items and spells. "Rather than simply continuing to make the same old items with some stats changed around, *Lucin* adds new abilities to items, such as elemental damage and bane weapons that are sure to encourage players to change their equipment more often," Butler said.

### Beastlords

What would an expansion be without a new class? *Lucin* gives us the beastlord, a highly regarded class in Vah Shir society, and one that will extend to other shamanistic cultures including barbarians, ogres, trolls and Iksar.

Beastlords are spiritual warriors. Much like the shaman, they have a close relationship with the spirit world, an uncanny affinity for animals, and the ability to cast an array of spells. A beastlord's true power lies in his or her ability to summon animal companions, then strengthen them with his magical spells. These new spells will do things like heal and improve combat abilities.

A beastlord's fighting style is derived from that of wild beasts and takes on a kung fu-like approach. The class prefers to fight unarmed or with only small weapons such as daggers. Beastlords learn their fighting techniques from the animals with which they associate. High-level attacks include moves like the Brawling Bear, Frenzied Tiger, Swooping Eagle, and Striking Snake.

### Maxxed Out

For all you level-60 pros out there, the most important *Lucin* enhancement is the alternate advancement system that will allow high level players to actually spend experience points on new character traits and skills.

Major cosmetic enhancements include flora in outdoor settings, graphics four times more detailed as the original *EQ* and expressive facial animations. Now, when you chat, specific commands and other events, such as combat, will change the expressions on characters' faces.

■ Jason D'Aprile



## HEAVY METAL: GEOMATRIX

THE BONE CRUSHING SOUNDTRACK  
TO THE NEW HIT VIDEO GAME FOR DREAMCAST AND PLAYSTATION 2  
IN STORES NOW!

### FEATURES:

MEGADETH, ROLLINS BAND, HALFORD,  
CORROSION OF CONFORMITY, BIOHAZARD,  
WASP & DUST TO DUST

SOUNDTRACK IN STORES SEPTEMBER 25<sup>th</sup>

ALSO CONTAINS SPECIAL SOUNDTRACK ONLY EXTRAS:  
LOST LEVELS, PHOTO GALLERIES, GAME CHEATS, HINTS AND MORE!





# Mech Mayhem via Modem

## BATTLETECH JOINS MULTIPLAYER PC WORLD

**P**opular mech models like the Mad Cat, Atlas and Banshee trample across the computer screen. Jockeys of giant robots pilot no fewer than 21 different chassis through the world of *BattleTech*. All online; all in real time.

Minis fans, you'll want to prepare yourself for Electronic Arts' *BattleTech 3025*. EA plans to publish the game as part of its \$10-per-month platinum membership service, including all the weaponry and armor variants fans of FASA's tabletop *BattleTech* game and Microsoft's primarily singleplayer simulation, *Mechwarrior IV*, expect and love.

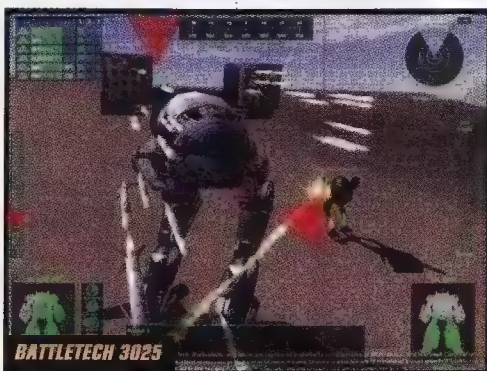
Starting this month, you can log onto EA's service, create a pilot and begin a training regimen to familiarize yourself with the controls. Then, you can play as a freelancer recruit and participate in gladiator-style battles and competitions to earn credits and prestige. Credits act as cash and can be used to buy armor and weapon upgrades and better mechs. Prestige acts as an online ranking system. You

can continue to improve and move up the leader boards until you're recruited into one of five major houses.

Once recruited, the battle truly begins. Each house controls various planets and has to protect, create and maintain crucial supply lines. Enemy human-controlled mechs will disrupt these lines and assault the planets to wipe out an enemy house's holdings.

With this system, EA hopes to recreate the vengeful and dynamic storyline for which *BattleTech* has always been known. Imagine such a battle occurring 24/7 in cyberspace. You can jump in or out at will, and victory will be ranked and tracked by the system itself.

Graphically, *BattleTech 3025* isn't quite as attractive as *Mechwarrior IV*. But it's streamlined and easy for any online connection to handle: a major bonus when compared to most of today's games. *BattleTech* fans won't want to miss it. ■ Andrew S. Bub



## SITESEEING

MON

**OCT 1**

**1992** Cartoon Network premiered.



Check out an awesome anime version of "Hong Kong Phooey" at [www.cartoonnetwork.com/wpt/shorts/shorts\\_viewer.html?0056\\_sht.swf](http://www.cartoonnetwork.com/wpt/shorts/shorts_viewer.html?0056_sht.swf).

TUE

**2**

**1952** Clive Barker (writer, *Hellraiser*, *Lord of Illusions*) born. Visit his official site at [www.clivebarker.com](http://www.clivebarker.com).

WED

**3**

**1995** O.J. Simpson found not guilty of murder. Visit [www.videogamedc.com/Movies/MK/mk.html](http://www.videogamedc.com/Movies/MK/mk.html) for a different take.

THU

**4**

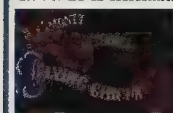
**1924** Charlton Heston ("Ben Hur," "Planet of the Apes") born. Hear some thoughts on the NRA at [www.public-speakers.com/speakers/NRA01.htm](http://www.public-speakers.com/speakers/NRA01.htm).



FRI

**5**

**1969** "Monty Python's Flying Circus" premiered on TV. Go to [www.intriguing.com/mp](http://www.intriguing.com/mp) to sample the zaniness.



SAT

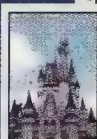
**6**

**1889** Thomas Edison showed his first motion picture. For the most comprehensive movie database on the Net, click on [us.imdb.com](http://us.imdb.com).

SUN

**7**

**1971** Disney World opened in Orlando. Plan your vacation at [www.disney.com](http://www.disney.com).



MON

**8**

**1936** David Carradine ("Kung-Fu," "Death Race 2000") born. Parody the Nintendo *Kung Fu* at [www.newgrounds.com/portal/frames.php?id=25705](http://www.newgrounds.com/portal/frames.php?id=25705).

TUE

**9**

**1954** Scott Bakula ("Quantum Leap," "Star Trek: Enterprise") born. Learn about the new *Star Trek* series at [www.startrek.com/production/seriesv](http://www.startrek.com/production/seriesv).



WED

**10**

**1924** Edward D. Wood Jr. (director, "Plan 9 from Outer Space") born. Visit [www.endofline.com/EdWood](http://www.endofline.com/EdWood) to see why fans still love his quirky work.



THU

**11**

**1975** "Saturday Night Live" premiered, with George Carlin as its first host. View a comprehensive, multimedia "SNL" archive at [snl.jt.org](http://snl.jt.org).

FRI

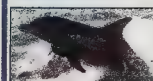
**12**

**1901** British Occultist Aleister Crowley born. His influence extends far across the Net today. [www.thelemicgoldendawn.org](http://www.thelemicgoldendawn.org)

SAT

**13**

**1987** First military use of trained dolphins, by the U.S. Navy in the Persian Gulf. Don't believe us? [www.eco1.co.uk/military001.htm](http://www.eco1.co.uk/military001.htm)



SUN

**14**

**1926** Alan Alexander Milne released "Winnie the Pooh." For screensavers of Pooh, numerous Pokémon and the gang from South Park, head over to [shareware.about.com/cs/screensaverscart](http://shareware.about.com/cs/screensaverscart).



MON

**15**

**1951** "I Love Lucy" debuted. Today the episodes are being used to illustrate Bible stories. Really. [www.ilovelucybiblestudy.com](http://www.ilovelucybiblestudy.com)



TUE

**16**

**1958** Tim Robbins ("Mission to Mars," "Shawshank Redemption") born. There's a nice fanpage here: [www.geocities.com/timrobbinspage](http://www.geocities.com/timrobbinspage).





# NECROPOTENCE

THE BLACK PLAGUE

# ICY MANIPULATOR

THE FREEZER BURN

# INCINERATE

THE CREMATOR

# LHURGOYF

THE MONSTER

# GARFIELD

THE CREATOR

# FINKEL

THE MASTER

**FOUR PREMIUM CARDS.  
TWO LEGENDARY PLAYERS.  
ONE EXPLOSIVE SET.**

The **Magic: The Gathering**®—*Deckmasters*™ box set showcases the ultimate battle of wits. Richard Garfield, the legendary creator of the **Magic**® game, vs. Jon Finkel, a **Magic** World Champion and legend in the making.

Two combustible decks, constructed by two incendiary players. Play with them. Learn from them. Hold the stuff of greatness in your hands.

*Deckmasters*. The ultimate battle. Over and over again.



[wizards.com/magic](http://wizards.com/magic)

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# Success Weaver

## SPIDERWEB SOFTWARE FOUNDER BUCKS TRENDS, PUBLISHES WINNERS

**S**o you wanna create games with the big boys? Here's your role-model: Jeff Vogel. He did and, amazingly, he has for years.

Vogel's the founder, designer, programmer, publisher and one-man team at Spiderweb Software, and he's been crafting role-playing games to critical praise and fan support. Not bad for a hobby borne of boredom.

So, how in the world does Vogel do it? After all, his games aren't much to look at. They're two-dimensional, turn-based isometric dungeon hacks with little or no animation. There's no mistaking Spiderweb titles for *EverQuest*.

"They're fun," Vogel says simply. "They are big games with lots of special stuff, hidden encounters, interesting dialogue and storylines, and neat situations."

Vogel's first success, *Exile*, still is available as shareware today. Other Spiderweb titles include *Avernum* and *Avernum 2*, where you escape from a subterranean prison, and *Nethergate*, where

you take the role of the ancient Romans or barbarians. There's even an elaborate adventure construction kit called *Blades of Exile*, for those who want to share in the fun of making games.

You won't find these titles competing with *Ultima Online* for shelf space, either. Each game is available as shareware and downloadable from Spiderweb's website ([www.spiderwebsoftware.com](http://www.spiderwebsoftware.com)). Try each game for free for a limited time, then pay to unlock it permanently.

"Nobody buys our games unless they try it out and like it," Vogel said. "If it crashes, if it's too hard, if it's stupid, they won't pay. And yet, we sell a lot of games." Even Vogel's rolling with the changes and technological advances, though. Up next is *Geneforge*, a real-time fantasy/sci-fi hybrid with animated graphics.

So, if your computer's slow, you're just fed up with the MMO scene and need a break, or have programming aspirations of your own, check out Spiderweb's games today.

■ Andrew S. Bub



## SITESEEING<sub>CONT.</sub>

WED

17

**1914** Superman co-creator Jerry Siegel born. For a wonderful bio focusing on his link to the Superman character, surf over to [www.geocities.com/Athens/8580/super](http://www.geocities.com/Athens/8580/super).

THU

18

**1967** Walt Disney's "The Jungle Book" released on film. Read the original at [www.literatureproject.com/jungle-book](http://www.literatureproject.com/jungle-book).



FRI

19

**1453** The Hundred Years War ends. Like most conflicts, you can re-create it in a wargame. [www.hyw.com](http://www.hyw.com)

SAT

20

**1882** Bela Lugosi born in Hungary. Prepare for Halloween by checking out pictures of his grave and other spooky stuff at [www.grimsociety.com](http://www.grimsociety.com).



SUN

21

**1956** Carrie Fisher born. What did she think of playing Princess Leia? [www.jenk1ns7.freemove.co.uk/starwars.htm](http://www.jenk1ns7.freemove.co.uk/starwars.htm)

MON

22

**1963** Replay Brian Boitano's "South Park" cameo. After all, it's his b-day! [www.cspg.ukgateway.net/othervid.shtml](http://www.cspg.ukgateway.net/othervid.shtml)



TUE

23

**1959** "Weird Al" Yankovic born. Visit his official site at [www.weirdal.com](http://www.weirdal.com).

WED

24

**1915** Batman creator Bob Kane born. What's new with Batman and the rest of the DC Heroes? [www.dccomics.com](http://www.dccomics.com)



THU

25

It's been 120 years since the shootout at the OK Corral. Read all about Wyatt Earp and the Wild West at [www.crimelibrary.com/americana/earp/earpok.htm](http://www.crimelibrary.com/americana/earp/earpok.htm).

FRI

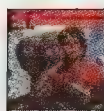
26

**1901** First use of a getaway car in a robbery. Preview *Driver* at [www.pcgameworld.com/gamedemos/d/driver/](http://www.pcgameworld.com/gamedemos/d/driver/) and be the wheelman yourself.

SAT

27

**1988** "E.T." released on home video. Download and sample the old *E.T.* Atari game at [www.classicgaming.com/rotw/et.shtml](http://www.classicgaming.com/rotw/et.shtml).



SUN

28

**1636** Harvard University founded. Visit nearby Miskatonic University at [www.geocities.com/Area51/Zone/6618](http://www.geocities.com/Area51/Zone/6618) to learn about the Cthulhu mythos.

MON

29

**1929** Black Tuesday's stock market crash marked the beginning of the Great Depression. Practice your economic survival skills. [www.monopoly.com](http://www.monopoly.com)

TUE

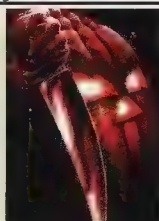
30

**1938** The "War of the Worlds" broadcast panics an entire nation. Never heard the threat? [www.war-of-the-worlds.org](http://www.war-of-the-worlds.org)

WED

31

It's Halloween, baby! Learn the myths surrounding All Hallow's Eve at [illusions.com/halloween](http://illusions.com/halloween).





# CardSTOCK

## A Whole New Magic World by Jeremy Smith

**T**he sun has finally set on the past-its-prime *Weatherlight* saga. *Odyssey* has hit center stage with a host of new mechanics, plotlines and characters. The new flashback ability is an update of Rath Cycle's buyback, allowing you to replay cards from your graveyard. And threshold gives bonuses when you have seven or more cards in your graveyard. It's a brand new day, and there's no sign of Gerrard, Sisay or Tahngarth. Whew!

### A NEW ODYSSEY

After the multicolor madness of *Invasion* block, *Odyssey* has mostly settled back into the mono- and dual-colored mindset. But by no means does that constrain the new set. A whole new group of themes are waiting to be explored.

Black offers plenty of ways to manipulate both players' graveyards, beginning with Haunting Echoes (\$8, median). This awesome weapon blasts entire graveyards and can completely shut down any deck that tends toward four of each card rather than a diverse makeup. Mindslicer (\$5), Mortivore (\$4), Entomb (\$3) and Tombfire (\$3) also follow this trend, while the Repentant Vampire (\$6) is black's coolest creature.

Control's the name of the game for blue. The color's hot card is the library-nuking Traumatize (\$8), which can finish a game before it really starts. *Odyssey* also brings us an updated Control Magic with Persuasion (\$5), a game-swinging Cultural Exchange (\$6) and two ferocious tappers in Cephalid Retainer (\$3) and Aboshan, Cephalid Emperor (\$5). Battle Of Wits (\$4) gives players a cool new victory condition, and Time Stretch (\$7)—while expensive to cast—can seal a game all by itself.

Green makes full use of threshold, with creatures like Krosan Beast (\$6) and Nut Collector (\$4) gaining huge bonuses from it. Token creature generation also is popular with cool spells like Call Of The Herd (\$5) and Bearscape (\$5). Spellbane Centaur (\$5) is a sure sideboard against blue decks.



Red, as always, brings lots of destruction and fire to the table, led by the Armageddon-like Epicenter (\$7) and the legendary Kamahl, Pit Fighter (\$7). Seize The Day (\$5) is a flashy new take on Relentless Assault (\$2.50), while Chance Encounter (\$3) provides yet another, albeit limited, alternate victory condition. Obstinate Familiar (\$4) can force Millstone (\$4) decks to have a Plan B.

White's led by the new Crusade (\$4), Divine Sacrament (\$7), and the amazingly efficient Devoted Caretaker (\$5). Delaying Shield (\$4) can be broken in combo with bounce spells, Graceful Antelope (\$3) gives us the second plainswalker ever and Wayward Angel (\$7) should be a hit with casual players.

As for the rest, two of *Odyssey*'s best cards are Iridescent Angel (\$10) and Shadowmage Infiltrator (\$8). Vampiric Dragon (\$7) is a must for any fan of huge creatures. Mirari (\$6) opens up tons of new tricks. And Darkwater Catacombs (\$4) and the like provide a new twist on dual lands.

### FULL EXTENSION

The Standard scene rotates soon, but the new Extended environment is just shaping up after the World Championships. There's no Necropotence (\$4) in the card pool anymore, but that hasn't stopped decks based around Illusions Of Grandeur (\$6) and Donate (\$4) from wreaking havoc yet again. White weenie decks are also making a comeback, generally splashing blue for Meddling Mage (\$7) to hold off pesky combos or sideboard hosers.

Other top decks include new twists on Oath Of Druids (\$6), blue control decks packing Morphlings (\$12) and board-controlling Stasis (\$3) decks.

## WHAT'S HOT

### TOP 10 CCGs

1. Magic: The Gathering
2. Pokémon
3. Warlord
4. Dragon Ball Z CCG
5. Star Wars CCG
6. Star Trek CCG
7. Magi-Nation
8. WWF Raw Deal
9. Legend of the Five Rings
10. Vampire

**BIGGEST MOVER**

**BOMB SHELL**

2002'S BIGGEST GAMES

### IF I HAD A HAMMER...

Fest on the heels of the *Warhammer* CCG, Sabertooth Games will roll out the *Warhammer Fantasy CCG* in late 2002. Many once are giving their lives to ensure the weapons are properly tested.



# in other NEWS...

## Hog-wild For Hogwarts

Four years after his first book came out, Harry Potter has finally hit the CCG scene. And the game roared out with full force, with ultra-cool holoportrait cards of main characters like Ron Weasley (\$7), Hermione Granger (\$7), Rubeus Hagrid (\$8), Professor Severus Snape (\$8) and Harry (\$20) himself fetching top dollar.

Other hot cards include the action-increasing Unicorn (\$9), the damage-preventing Invisibility Cloak (\$6) and the card-advantage engine Delivery Owl (\$3.50). For more aggressive creature-based decks, Mountain Troll (\$3) and Norbert (\$3) are key components. Adventure lovers are snatching up Troll In The Bathroom (\$6), Harry Hunting (\$2.50) and Gringotts' Cart Ride (\$7). Draught Of Living Death (\$3) and Malevolent Mixture (\$2.50) are game-winners for direct-damage decks.

## Mini Mania Magnifies

*Mage Knight's* hotter than ever, and with good reason. New figures are coming out all the time, bringing new twists on the game with each new release. The hottest of the hot right now are the cool *Dungeons* promos from Gen Con: Black Thorn (\$125) and Raydan Marz (\$165). Released in very limited numbers to players who demoed the game or won tournaments, they're following in the footsteps of last year's *Rebellion* promos like Anunub (\$185), Djakmaukar (\$76), Kerraii (\$58) and Snow (\$90).

Main set figures also have remained popular throughout the life of the game. *Rebellion's* Mystic Draconum (\$28), Hierophant (\$35) and Storm Golem (\$35) are still seeing lots of action, while *Lancers'* mounted figures like King Of The Dead On Skeletal Fell Beast (\$25) and Martyr On Light Warhorse (\$20) are also in high demand. The next two sets, *Whirlwind* and *Dungeons*, will be bringing a buttload of cool new figures, which you can check out in our *Mage Knight Players' Guide* on page 66.

And for those who like something completely off the beaten path, the cool limited-edition giant figures Great Fire Dragon (\$25), Venomous Shadow Dragon (\$25) and Black Powder Rebel War Wagon (\$25) are way cool and not too hard to find, yet. Look for follow-ups soon with Black Powder Rebel Tank and Atlantean Ram.

Jeremy Smith (jeremy@smith.net) was once released as a limited-edition figure, but it was too hard to fit him into the booster packs.

# BIG MOVERS

The card market's most significant  
UPS & DOWNS

## HOT

### 1 BURNED MONGOOSE



*Invasion Block* season's finally taken off, and every green deck wants four of this little critter. It can't be Terminated, Repulsed or even Excluded, and it'll often ride all the way to victory. It's up 71 percent this month, from \$3.50 to \$6.

### 2 ALPHAS' TIME

*Magic* players have been kickin' it old-school as of late, with about 30 cards from *Legends* shooting up this month. The Tomb, which led the pack by jumping more than 50 percent from \$4.50 to \$7, gained in popularity with all the *Invasion Block* combo options.

### 3 ALPHA BLACK VILE

*Alphas* have also been on a resurgence recently, with a tenth of the set increasing in value this month. The Vile surged 50 percent from \$4 to \$6. Though it's restricted in Type 1, it's still a natural for any deck like *Sigh* that needs to hit hard.

### 4 JACQUES LE VERT

The *Legends* trend continues with Jacques le Vert, a gold legend who boosts all your green creatures by +0/+2. His ability's not spectacular, but it's hard to come by a permanent boost, so players'll take what they can get. They've taken him to \$8 this month.

### 5 TEMPEST STAFF ORB

One of the defining cards in the current Standard format, the Orb's gotten snapped up in multiples by anyone who wants to play control. And the original version, which rose a third from \$4.50 to \$6, is even hotter than the *Seventh Edition* reprint.

## COLD

### 1 FOIL LIFE/DEATH



Another month, another fallen foil split card. This time, it's Life/Death suffering from post-*Apocalyptic* depression, dropping 70 percent from \$5 to \$1.50. It's followed along with the pattern of foils declining soon after their initial wave of popularity.

### 2 ALPHA WHITE KNIGHT

There's an exception to every rule, and it's White Knight's turn to buck the hot Alpha trend. With weenies like Spectral Lynx available, the Knight's not quite as needed, especially in decks that splash other colors. He's plummeted from \$12 down to \$5.

### 3 FOIL SUFFOCATING BLAST

Each of the non-blue colors got a nifty rare counterspell in *Invasion Block*, but this is clearly the weakest of the four: The Blast, which tanked from \$18 to \$8, is a great card when it works, but its two-target requirement makes it tough to play.

### 4 FOIL SEVENTH EDITION CREEPING MOLD

Another victim of the foil correction, the Mold has also fallen prey to the fact that it's just not played as much as it used to be. This month, it sliced in half from \$6 to \$3, since it's been replaced by the likes of Thunderscape Battlemage and Hull Breach.

### 5 FOIL GERRARD CAPASHEN

Ding dong, Gerrard is dead! That's been the sarcastic battle cry of many *Magic* players now that the *Weatherlight* saga has finally reached its end. And since he's only good in Limited play, you can see why he lost almost half his value, from \$15 to \$8.



INQUEST GAMER surfs the Internet for bargain buys and outrageous items

## THE TIE THAT UNBINDS

We cry ourselves to sleep nightly over the fact that *Magic's* second set of *Unglued* was canceled. We blame the communists, Dick Clark and McDonalds. However, we console ourselves with the fact that the first set is readily available online. A full set just went for \$43. Still, we miss all the squirrels that could've been. Those responsible are nothing but a lousy bunch of squirrel abortionists! Nuts to you!



## CUDDLY DEMONS



And you though paganism was all wine and orgies! But no. It's easy to get any youngster into the mind-numbing horror of H.P. Lovecraft with a stuffed plush Cthulhu doll. Whether you're having make-believe tea parties or human sacrifice,

he's any kid's best friend. One recently went at auction online for \$27—soul-sucker and ceremonial bloodletting knife not included. You can get one of your own through ([www.toyvault.com](http://www.toyvault.com)).

## EYE OF THE TIGER

While we still don't understand how the ordinary people of "Survivor" suddenly get to report for "Entertainment Tonight" and co-star in Rob Schneider movies, we do get why the autographed *Survivor* game cards go for big moola. A) They're limited to 500 each and B) many fans would like to eat sushi off Amber's stomach. Or at least, that's what we heard. Elizabeth's autographed card says Mmmm... raw fish.



## I-IMAGINE THAT



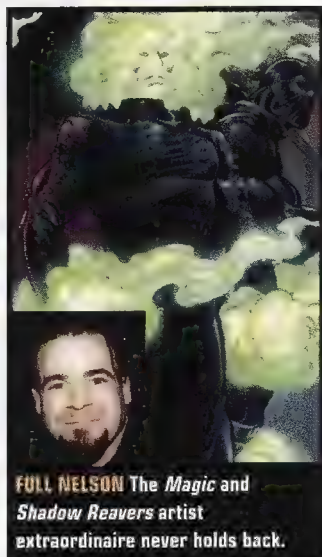
**D-FENCE!** That's why we like *Magi-Nation's* Shadow Cloak. It's all about a little extra protection. However, some fans think the lima-bean lookin' guy is really cool and have started a cult worshipping him. However, he is a cruel god and only accepts as offerings foil cards of himself or sushi that once laid on Amber's stomach. Since the latter is hard to come by, most opt foil cloak just went at auction for \$21.73.

# ARTGALLERY

## 10 INTERVIEWS THE HOTTEST FANTASY ARTISTS

## Nelson DeCastro

*Magic's* Pyre Zombie and Shoreline Raider are just small parts of artist Nelson DeCastro's amazing repertoire of works. The talented 32-year-old, who usually goes by just his first name, has painted professionally since 1990. His work includes numerous Marvel characters like Spider-Man and Ghost Rider. Currently, his big project is penciling and inking Black Bull's *Shadow Reavers* comic. He's also working on a *Marvel Knights* comic.



Nelson's training includes study at New York City's School of Visual Arts. However, he says, "Any real artist will tell you that your training begins when you pick up your first crayon, and continues until the day you die!"

Though he says he spends about one percent of his time selling his pieces, you can grab Nelson's originals for sale at ([www.spiderwebart.com](http://www.spiderwebart.com)). And you can often snag sketches from him at conventions. ■ Jeremy Smith



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# TOP 10 MAGIC CARDS

What's hot? With the microchips we've implanted in every *Magic* card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.

## 1 BIRDS OF PARADISE



SET: *Seventh Edition*

ARTIST: Ed Beard Jr.

Despite the amazing cascade of cool cards that *Invasion* block brought to us, the one constant on the Top 10 has been this little critter from the base set. This month, it's hit the top of the list. Every Standard deck with any green in it needs four of these. That's a lot of decks. We've always wondered, though: how exactly does one get mana from birds? Maybe it's part of Colonel Sanders' secret recipe.

## 2 SPIRITMONGER



SET: *Apocalypse*

ARTIST: Glen Angus

Candygram for 'Monger! Candygram for 'Monger! Just as in "Blazing Saddles," something's distracted Spiritmonger long enough for it to fall from its three-month reign at the number-one slot. It's still no slouch, though, taking on all comers with its 6/6 girth and plethora of cool abilities. And we're sure it can munch on those pesky little birds anytime it wants.



## 3 SERRA ANGEL

SET: *Seventh Edition*

ARTIST: Mark Zug

Last month's list had three angels, with Serra Angel, Lightning Angel and Desolation Angel all posting high marks. This month, the holy trinity has been reduced to one, with Serra the lone survivor. Her huge casual following is what has kept her hot.



## 4 VINDICATE

SET: *Apocalypse*

ARTIST: Brian Snoddy

The Swiss army knife of *Magic*, this card does everything but change your tire. Three mana gets you a ticket to destruction for anything you want, making it a lock for any deck of the right colors. Now, if we could only get the model with the corkscrew and tweezers.



## 5 ICY MANIPULATOR

SET: *Alpha, Beta, Unlimited, Ice Age*

ARTIST: Amy Weber, Douglas Shuler

In the sea of new cards that's dominated these lists for a long time, an old standby like Icy sticks out like a sore thumb—so much so that we had to send out our carrier pigeons again to make sure the numbers were right. Lo and behold, they were.



## 6 MYSTIC SNAKE

SET: *Apocalypse*

ARTIST: Daren Bader

Yeah, yeah, we know, the Snake is an easy target for all the innuendoes and double entendres you wanna make. But when it comes down to it, it's still one of the coolest and most useful cards in *Apocalypse*. Now excuse us so we can play with our serpents.



## 7 UNDERMINE

SET: *Invasion*

ARTIST: Massimiliano Frezzato

One of the best counterspells ever printed, Undermine has become even more popular than it was a few months ago. It's insult and injury all in one handy-dandy card, stopping anything short of an Urza's Rage and slamming your opponent for three in the process.



## 8 PERNICIOUS DEED

SET: *Apocalypse*

ARTIST: Christopher Moeller

Webster defines "pernicious" as "highly injurious or destructive." It's also an archaic word for "wicked." Either way, the card's name is definitely appropriate. Just watch out for those surprise Binds, or your opponent will be the one getting the last laugh.



## 9 DEMONIC TUTOR

SET: *Alpha, Beta, Unlimited*

ARTIST: Douglas Shuler

If Icy stuck out like a sore thumb, the Tutor sticks out like—well, the other sore thumb. There's simply no better search card in the entire game, and it doesn't hurt that it's got a totally badass picture. Nothing like an upside-down pentagram to make your day, eh?



## 10 ABSORB

SET: *Invasion*

ARTIST: Andrew Goldhawk

Just three slots below its dark counterpart Undermine and four slots below Mystic Snake is yet another hot counterspell, Absorb. While life gain was once scoffed at, these days it can often make the difference in a race between decks with lots of quick creatures.



# CCG Price Guide

## HOW TO USE IT

Wanna know how much your Vizzerdrix goes for? This guide can tell ya that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly Magic's Alpha, Beta, Unlimited and Arabian Nights, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and yellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single Magic card, check out [wizardworld.com](http://wizardworld.com).

## MAGIC The Gathering®

RARITY LOW MEDIAN HIGH

### ALPHA LIMITED WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

Full Set (230 cards) .....	3800.00	4000.00	4250.00
Booster Pack (15 cards) .....	100.00	115.00	290.00
Booster Box (36 packs) .....	3200.00	3400.00	3700.00
Starter Deck (60 cards) .....	210.00	225.00	300.00
Starter Box (10 decks) .....	1800.00	2000.00	2500.00
Unlisted Uncommons .....	2.00	3.00	4.00
Unlisted Commons .....	.75	1.00	1.50

Unlisted Alpha errors are worth 125% of Beta value.

● Ancestral Recall .....	R	150.00	170.00	200.00
○ Animate Wall .....	R	5.00	7.00	9.00
○ Ankh of Mishra .....	R	8.00	12.00	16.00
○ Armageddon .....	R	20.00	30.00	40.00
● Aspect of Wolf .....	R	6.00	8.00	10.00
● Bad Moon .....	R	14.00	20.00	25.00
● Badlands .....	R	35.00	45.00	55.00
○ Balance .....	R	30.00	35.00	40.00
● Bayou .....	R	35.00	45.00	55.00
● Berserk .....	U	25.00	30.00	40.00
● Birds of Paradise .....	R	65.00	75.00	85.00
● Black Knight .....	U	5.00	7.00	9.00
● Black Lotus .....	R	250.00	365.00	450.00
● Black Vise .....	U	4.00	5.00	7.00
○ Blast of Glory .....	R	15.00	20.00	35.00
○ Blessing .....	R	6.00	8.00	11.00
● Brainseizer .....	R	20.00	27.00	34.00
● Camouflaged .....	U	4.00	5.00	7.00
● Chaos Orb .....	R	50.00	60.00	80.00
● Chasmodon .....	R	4.00	6.00	8.00
● Clone .....	U	8.00	10.00	13.00
● Cockatrice .....	R	7.00	10.00	13.00
● Contract from Below .....	R	4.00	6.00	8.00
● Control Magic .....	U	4.00	5.00	8.00
○ Conversion .....	U	4.00	5.00	8.00
● Copper Tablet .....	U	3.00	4.00	6.00
● Copy Artifact .....	R	10.00	17.00	25.00
● Counterpell .....	U	8.00	12.00	14.00
○ Crusade .....	R	15.00	20.00	25.00
● Cyclopean Tomb .....	R	35.00	45.00	55.00
● Darkpeak Ritual .....	C	4.00	5.00	10.00
● Darkpact .....	R	6.00	8.00	10.00
● Deathlace .....	R	4.00	6.00	8.00
● Demonic Attorney .....	R	8.00	12.00	20.00
● Demonic Hordes .....	R	10.00	14.00	20.00
● Demonic Tutor .....	U	10.00	12.00	23.00
○ Diquis Eno .....	R	6.00	8.00	10.00
○ Disenchant .....	C	2.00	3.00	5.00
● Disintegrate .....	C	1.50	2.50	3.50
● Disrupting Scepter .....	R	12.00	15.00	18.00
● Dragon Whelp .....	U	3.00	4.00	5.00
● Drain Power .....	R	4.00	7.00	10.00
● Dravner Dem. Team .....	U	4.00	5.00	6.00
● Earthquake .....	R	8.00	15.00	20.00
● Elish Archers .....	R	8.00	12.00	16.00
● False Orders .....	C	2.00	3.00	4.00
○ Farmstead .....	R	5.00	7.00	10.00
● Fastbond .....	R	8.00	11.00	13.00
● Fireball .....	C	2.00	3.00	4.00
● Force of Nature .....	R	18.00	25.00	32.00
● Forcefield .....	R	70.00	85.00	100.00
● Fork .....	R	25.00	35.00	45.00
● Fungusaur .....	R	6.00	8.00	10.00
● Gaea's Liege .....	R	6.00	9.00	13.00
● Gantlet of Might .....	R	70.00	86.00	115.00
● Gloom .....	U	3.00	4.00	5.00
● Goblin King .....	R	7.00	10.00	13.00
● Granite Gargoyle .....	R	8.00	12.00	16.00
● Helm of Charzak .....	R	4.00	6.00	8.00
● Howling Mine .....	R	20.00	30.00	40.00
● Hypnotic Specter .....	U	10.00	20.00	30.00
● Ice Storm .....	U	8.00	14.00	20.00
● Icy Manipulator .....	U	20.00	30.00	45.00
● Illusory Mask .....	R	18.00	30.00	40.00
● Island Sanctuary .....	R	4.00	6.00	11.00
● Jade Monolith .....	R	4.00	6.00	8.00
● Jade Statue .....	U	7.00	9.00	12.00
● Jayemdae Tome .....	R	12.00	20.00	28.00
● Juggernaut .....	U	4.00	7.00	10.00
● Kormus Bell .....	R	5.00	8.00	10.00
● Kudzu .....	R	4.00	6.00	8.00
● Lich .....	R	28.00	35.00	50.00
● Lifesize .....	R	5.00	7.00	8.00
● Lightning Bolt .....	C	4.50	6.00	8.00
● Living Artifact .....	R	3.00	6.00	9.00
● Living Lands .....	R	4.00	6.00	8.00
● Llanowar Elves .....	C	4.00	6.00	7.00
● Lord of Atlantis .....	R	12.00	18.00	24.00
● Lord of the Pit .....	R	12.00	18.00	24.00
● Magical Hack .....	R	5.00	8.00	12.00
● Mahamoti Djinn .....	R	13.00	18.00	25.00
● Mana Flare .....	R	8.00	13.00	18.00
● Mana Short .....	R	8.00	10.00	14.00
● Mana Vault .....	R	9.00	12.00	18.00
● Manabarb .....	R	10.00	13.00	17.00
● Meekstone .....	R	7.00	9.00	12.00
● Mind Twist .....	R	15.00	25.00	35.00
● Mox Emerald .....	R	160.00	190.00	220.00
● Mox Jet .....	R	160.00	190.00	220.00
● Mox Pearl .....	R	160.00	190.00	220.00
● Mox Ruby .....	R	160.00	190.00	220.00
● Mox Sapphire .....	R	160.00	190.00	230.00
● Natural Selection .....	R	8.00	15.00	20.00
● Nether Shadow .....	R	5.00	8.00	10.00
● Nevinyrral's Disk .....	R	25.00	35.00	50.00
● Nightmare .....	R	14.00	20.00	27.00
○ Northern Paladin .....	R	7.00	10.00	12.00
● Orkish Artillery .....	U	4.00	7.00	10.00
● Orkish Drifflame .....	U	6.00	8.00	10.00
○ Personal Incarnation .....	R	5.00	9.00	15.00
● Pirate Ship .....	R	4.00	7.00	10.00
● Plateau .....	R	35.00	45.00	55.00
● Power Surge .....	R	5.00	8.00	10.00
● Psionic Blast .....	U	12.00	16.00	30.00
○ Purelake .....	U	4.00	6.00	8.00
● Raging River .....	R	15.00	25.00	35.00
● Regrowth .....	U	7.00	11.00	14.00
○ Reverse Damage .....	R	4.00	6.00	9.00
● Righteousness .....	R	5.00	8.00	9.00
● Rac of Kher Ridge .....	R	5.00	8.00	10.00
● Rock Hydra .....	R	8.00	12.00	17.00
● Royal Assassin .....	R	15.00	25.00	35.00
● Savannah .....	R	35.00	45.00	55.00
● Savannah Lions .....	R	7.00	11.00	16.00
● Scrubland .....	R	35.00	45.00	55.00
● Sedge Trail .....	R	8.00	9.00	12.00
● Sangir Vampire .....	U	9.00	12.00	14.00
● Serra Angel .....	U	25.00	36.00	50.00
● Shivan Dragon .....	R	35.00	45.00	60.00
● Sinkhole .....	C	9.00	13.00	17.00
● Sleight of Mind .....	R	5.00	7.00	10.00
● Smoke .....	U	4.00	6.00	8.00
● Sol Ring .....	U	14.00	21.00	30.00
● Stasis .....	R	10.00	14.00	18.00
● Sunlasses of Urza .....	R	5.00	7.00	9.00
● Swords to Plowshares .....	U	8.00	9.00	12.00
● Taiga .....	R	40.00	50.00	60.00
● The Hive .....	R	6.00	8.00	10.00
● Thoughtflame .....	R	4.00	6.00	8.00
● Timber Wolves .....	R	4.00	6.00	8.00
● Time Vault .....	R	35.00	50.00	70.00
● Time Walk .....	R	180.00	200.00	230.00
● Timetwister .....	R	110.00	130.00	160.00
● Tropical Island .....	R	35.00	45.00	55.00
● Tundra .....	R	40.00	50.00	60.00
● Two-Headed Giant .....	R	30.00	40.00	50.00
● Underground Sea .....	R	35.00	45.00	55.00
● Verduran Enchantress .....	R	8.00	9.00	10.00
● Vesuvan Doppelganger .....	R	20.00	30.00	40.00
● Veteran Bodyguard .....	R	7.00	10.00	13.00
● Volcanic Eruption .....	R	4.00	6.00	8.00
● Warp Artifact .....	R	5.00	7.00	8.00
● Web .....	R	6.00	8.00	10.00
● Wheel of Fortune .....	R	20.00	30.00	35.00
● White Knight .....	U	3.00	5.00	7.00
● Will-O'-The-Wisp .....	R	7.00	12.00	17.00
● Winter Orb .....	R	10.00	20.00	30.00
● Word of Command .....	R	25.00	35.00	45.00
● Wrath of God .....	R	35.00	45.00	55.00
● Zombie Master .....	R	7.00	9.00	11.00

## GRADE SCHOOL

**GEM MINT:** A perfect card in every which way. No discoloration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

**NEAR MINT/ MINT:** Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

**EX-MINT:** Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70%-80% of guide price.

**GOOD:** Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30%-40% of guide price.

**POOR:** Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10% of guide price at most.

## PRICE TAG

**LOW:** Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

**MEDIAN:** Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

**HIGH:** Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area, or even cheaper than another part of the country.

### MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET



# TOP 100

Two months' biggest sellers and most sought-after cards



Destroys any one land.

**17 SINKHOLE**  
For a common, Sinking Hole is uncommonly hot. This amazing spell fits in nicely with Top 100 compadres Ice Storm (#90) while setting the table for finishers like Spiritmancer (#82), Phryxian Scute (#42) and Masticore (#81). At just two mana, this gem from *Unlimited* is the card other landkill spells wish they could be.

	SET	LOW	MEDIAN	HIGH		SET	LOW	MEDIAN	HIGH
1 Birds of Paradise	7	8.00	13.00	17.00	51 Fenwick's Warm	AP	3.00	4.00	6.00
2 Spiritmancer	AP	8.00	12.00	15.00	52 Volcanic Island	R	7.00	12.00	18.00
3 Serra Angel	7	5.00	8.00	10.00	53 Skuzk	IN	5.00	8.00	11.00
4 Vindicate	AP	7.00	12.00	14.00	54 Underground Sea	R	8.00	13.00	19.00
5 Icy Manipulator	IA	3.00	5.00	7.00	55 Karpunan Forest	7	4.00	6.00	10.00
6 Mystic Snake	AP	4.00	6.00	9.00	56 Drim's Chart	PS	6.00	8.00	10.00
7 Undermine	IN	9.00	13.00	16.00	57 Suffocating Blast	AP	3.00	4.00	6.00
8 Pernicious Deed	AP	5.00	8.00	10.00	58 Royal Assassin	4	4.50	6.00	8.00
9 Demonic Tutor	U	5.00	6.00	7.00	59 Cursed Scroll	TM	9.00	14.00	17.00
10 Absorb	IN	9.00	13.00	18.00	60 Blazing Specter	IN	5.00	7.00	10.00
11 Urza's Rage	IN	9.00	14.00	17.00	61 Howling Mine	7	3.00	5.00	7.00
12 Lightning Angel	AP	3.00	6.00	8.00	62 Meddling Mage	PS	5.00	7.00	10.00
13 Desolation Angel	AP	5.00	7.00	10.00	63 Millstone	7	3.00	4.00	5.00
14 Death Grasp	AP	4.00	5.00	7.00	64 Serra Avatar	US	9.00	14.00	17.00
15 Wrath of God	R	9.00	13.00	18.00	65 Time Walk	U	100.00	130.00	180.00
16 Tundra	R	9.00	13.00	18.00	66 Max Diamond	SH	8.00	12.00	18.00
17 Sinkhole	U	6.00	8.00	12.00	67 Timecaster	U	8.00	10.00	14.00
18 Pustula	U	10.00	14.00	18.00	68 Ancestral Recall	U	90.00	130.00	160.00
19 Underground Sea	R	8.00	12.00	16.00	69 Mahamot Djinn	7	3.00	4.00	7.00
20 City of Brass	7	5.00	7.00	8.00	70 Avatar of Woe	PY	5.00	6.00	11.00
21 Badlands	R	8.00	12.00	16.00	71 Sengir Vampire	U	3.00	5.00	7.00
22 Max Ruby	U	10.00	14.00	17.00	72 Brushland	7	4.00	5.00	7.00
23 Sol Ring	U	4.00	6.00	8.00	73 Cronaut	AP	3.00	4.00	6.00
24 Bayou	U	10.00	14.00	18.00	74 Vampire Tutor	VS	5.00	8.00	10.00
25 Coat of Arms	7	6.00	10.00	13.00	75 Underworld Dreams	LG	5.00	24.00	30.00
26 Max Pearl	U	10.00	14.00	18.00	76 Maze of Ith	DK	6.00	9.00	11.00
27 Mana Jet	U	10.00	14.00	18.00	77 Roul	IN	4.00	6.00	8.00
28 Convex of Kozile	AP	4.00	6.00	8.00	78 Morphing	US	9.00	12.00	17.00
29 Phryxian Arena	AP	3.00	5.00	8.00	79 Bad Moon	R	3.00	5.00	6.00
30 Yavimaya Coast	AP	4.00	6.00	8.00	80 Reyna Dawnbringer	IN	4.00	6.00	8.00
31 Battlefield Forge	AP	4.00	6.00	8.00	81 Masticore	UD	6.00	9.00	15.00
32 Shadow Dragon	7	5.00	7.00	12.00	82 Shivan Wurm	PS	5.00	6.00	10.00
33 Spectral Lynx	AP	4.00	6.00	8.00	83 Eresh Piper	UD	4.00	6.00	8.00
34 Shivan Reef	AP	4.00	6.00	8.00	84 Armageddon	5	3.00	5.00	6.00
35 Fork	R	7.00	10.00	15.00	85 Sulfurous Springs	5	2.00	4.00	7.00
36 Savannah	R	7.00	12.00	18.00	86 Legacy Weapon	AP	3.00	4.00	6.00
37 Force of Will	AI	7.00	9.00	11.00	87 Underground River	7	4.00	6.00	10.00
38 Mana Drain	LG	25.00	35.00	50.00	88 Nightmare	7	3.00	4.00	5.00
39 Max Sapphire	U	10.00	14.00	18.00	89 Richadon Port	MM	6.00	14.00	20.00
40 Scryfall	R	8.00	12.00	16.00	90 Ice Storm	U	8.00	12.00	17.00
41 Tundra	R	8.00	12.00	16.00	91 Doomsday Specter	PS	3.00	5.00	8.00
42 Phryxian Scute	PS	7.00	9.00	14.00	92 Knuu Tean	IN	4.00	6.00	8.00
43 Llanowar Mire	AP	4.00	6.00	8.00	93 Gerard Capashen	AP	2.50	3.50	5.00
44 Prophetic Bolt	AP	3.00	5.00	7.00	94 Rakavolver	AP	2.00	3.00	4.00
45 Puncturing Blast	U	8.00	14.00	24.00	95 Saproling Burst	NE	3.00	5.00	8.00
46 Max Emerald	U	10.00	14.00	17.00	96 Wheel of Fortune	R	3.00	5.00	7.00
47 Black Lotus	U	200.00	250.00	300.00	97 Warship	US	4.00	5.00	8.00
48 Utopia Tree	IN	5.00	7.00	10.00	98 Rth the Avakaler	IN	4.00	6.50	10.00
49 Ball Lightning	4	3.00	4.00	6.00	99 Elvish Champion	IN	3.00	4.00	6.00
50 Berserk	U	18.00	25.00	30.00	100 Hypnotic Specter	4	1.50	2.50	4.00



**60 BLAZING SPECTER**  
It scorched right to the top when *Invasion* hit, but now Blazing Specter's fallen and can't get up. Or can it? With the recent resurgence of black-red decks like this year's world champion, this card-advantage machine could be poised for a comeback. Either way, it's still hotter than cousin Doomsday Specter (#91) and Hypnotic Specter (#100).

RARITY LOW MEDIAN HIGH

## BETA LIMITED WIZARDS OF THE COAST-1993

Beta cards are black-bordered.				
Full Set (292 cards)	4200.00	4500.00	5000.00	
Booster Pack (15 cards)	120.00	170.00	200.00	
Booster Box (36 packs)	3300.00	3500.00	3700.00	
Starter Deck (60 cards)	250.00	300.00	350.00	
Starter Box (10 decks)	2000.00	2500.00	2800.00	
Unlimited Uncommons	2.00	3.00	4.00	
Unlimited Commons	.75	1.00	1.50	
Air Elemental	U	3.00	4.00	5.00
Ancestral Recall	R	150.00	180.00	210.00
Animate Wall	R	5.00	7.00	10.00
Ankh of Mishra	R	8.00	12.00	18.00
Armageddon	R	30.00	40.00	50.00
Aspect of Wolf	R	6.00	8.00	12.00
Bad Moon	R	15.00	20.00	30.00
Badlands	R	40.00	55.00	70.00
Balance	R	35.00	45.00	65.00
Bayou	R	40.00	55.00	70.00
Berserk	U	30.00	35.00	45.00
Birds of Paradise	R	60.00	80.00	100.00
Black Knight	U	6.00	8.00	10.00
Black Lotus	R	350.00	450.00	550.00
Black Vise	U	7.00	11.00	17.00
Blaze of Glory	R	12.00	18.00	25.00
Blessing	R	7.00	9.00	12.00
Braincycser	R	18.00	28.00	45.00
Camouflage	U	4.00	5.00	7.00
Channel	U	4.00	5.00	7.00
Chaos Orb	R	40.00	55.00	70.00
Chaos Orb	R	4.00	6.00	10.00
Clockwork Beast	R	8.00	10.00	13.00
Clone	U	8.00	10.00	13.00
Cockatrice	R	7.00	10.00	13.00
Consecrate Land	U	6.00	7.00	10.00
Contract from Below	R	5.00	7.00	9.00
Control Magic	U	4.00	5.00	6.00
Conversion	U	2.00	3.00	5.00
Copper Tablet	U	3.00	5.00	7.00
Copy Artifact	R	15.00	22.00	30.00
Counterspell	U	14.00	18.00	25.00
Crusade	R	20.00	30.00	45.00
Cyclopean Tomb	R	35.00	45.00	60.00
Dark Ritual	C	5.00	8.00	11.00
Darkpet	R	5.00	7.00	9.00
Deathlance	R	5.00	7.00	9.00
Demonic Attorney	R	6.00	8.00	9.00
Demonic Hordes	R	12.00	20.00	26.00
Demonic Tutor	U	15.00	22.00	32.00
Dingus Egg	U	6.00	8.00	10.00
Disenchant	C	4.00	5.00	6.00
Disintegrate	C	1.00	2.00	3.00
Disrupting Scepter	R	15.00	20.00	25.00
Dragon Whelp	U	4.00	6.00	7.00
Drain Life	C	1.50	2.50	3.50
Drain Power	R	6.00	8.00	10.00
Earthquake	R	12.00	20.00	25.00
Elvish Archers	R	5.00	10.00	15.00
Fake Orders	C	1.50	2.50	3.50
Farmstead	R	6.00	8.00	11.00
Fastbond	R	14.00	22.00	30.00
Fireball	C	4.00	5.00	6.00
Force of Nature	R	20.00	30.00	35.00
Forcefield	R	75.00	90.00	120.00
Fork	R	25.00	35.00	45.00
Fungusaur	R	7.00	10.00	12.00
Gaea's Liege	R	8.00	14.00	18.00
Gauntlet of Might	R	60.00	75.00	105.00
Giant Growth	C	3.00	4.00	5.00
Glimp	U	3.00	4.00	5.00
Goblin King	R	7.00	10.00	15.00
Granite Gargoyle	R	7.00	10.00	15.00
Helm of Chazkuz	R	4.00	5.00	8.00
Howling Mine	R	22.00	30.00	40.00
Hurricane	U	3.00	4.00	5.00
Hypnotic Specter	U	10.00	17.00	25.00
Ice Storm	U	10.00	16.00	22.00
Icy Manipulator	U	20.00	35.00	45.00
Illusionary Mask	U	15.00	25.00	40.00
Invisibility	C	2.00	3.00	4.00
Island Sanctuary	R	6.00	8.00	10.00
Jade Monolith	R	7.00	9.00	12.00
Jade Statue	U	8.00	12.00	18.00
Jayemdae Tome	R	15.00	27.00	38.00
Juggernaut	U	6.00	9.00	12.00
Keldon Warlord	U	5.00	6.00	7.00
Kormus Bell	R	4.00	6.00	8.00
Kudzu	R	5.00	7.00	8.00
Lich	R	30.00	40.00	50.00
Lifelake	R	6.00	8.00	10.00
Lightning Bolt	C	6.00	9.00	13.00
Living Artifact	R	3.00	5.00	7.00
Living Lands	R	4.00	6.00	8.00
Llanowar Elves	C	6.00	8.00	11.00
Lord of Atlantis	R	22.00	30.00	38.00
Lord of the Pit	R	15.00	25.00	35.00
Lure	U	4.00	5.00	6.00
Magical Hack	R	6.00	8.00	12.00
Mahamot Djinn	R	25.00	30.00	35.00
Mana Flare	R	10.00	15.00	20.00
Mana Short	R	7.00	11.00	13.00
Mana Vault	R	12.00	20.00	27.00

RARITY LOW MEDIAN HIGH

Manabarbs	R	11.00	14.00	17.00
Meekstone	R	7.00	10.00	13.00
Mind Twist	R	35.00	40.00	45.00
Max Emerald	R	170.00	210.00	250.00
Max Jet	R	170.00	210.00	250.00
Max Pearl	R	170.00	210.00	250.00
Max Ruby	R	170.00	210.00	250.00
Max Sapphire	R	170.00	210.00	250.00
Natural Selection	R	12.00	17.00	25.00
Nether Shadow	R	9.00	15.00	24.00
Nevynral's Disk	R	30.00	55.00	70.00
Nightmare	R	20.00	30.00	40.00
Northern Paladin	R	7.00	9.00	12.00
Personal Incarnation	R	8.00	12.00	16.00
Pirate Ship	R	5.00	8.00	11.00
Plateau	R	40.00	55.00	70.00
Power Surge	R	10.00	12.00	16.00
Prodigious Sorcerer	C	1.50	2.50	3.50
Psionic Blast	U	15.00	24.00	28.00
Purelace	R	4.00	6.00	8.00
Raging River	R	20.00	30.00	40.00
Regrowth	R	8.00	13.00	16.00
Roc of Kher Ridges	R	6.00	9.00	12.00
Rock Hydra	R	10.00	14.00	20.00
Royal Assassin	R	15.00	25.00	35.00
Savannah	R	40.00	55.00	70.00
Savannah Lions	R	7.00	12.00	18.00
Scrubland	R	40.00	55.00	70.00
Sedge Troll	R	8.00	12.00	15.00
Sengir Vampire	U	8.00	12.00	18.00
Serra Angel	U	30.00	45.00	60.00
Shivan Dragon	U	45.00	65.00	80.00
Sinkhole	C	10.00	16.00	20.00
Spirit of Mind	R	8.00	10.00	14.00
Smoke	R	5.00	6.00	8.00
Sol Ring	U	14.00	24.00	32.00
Stasis	R	12.00	16.00	20.00
Stone Rain	C	2.00	3.00	4.00
Sword of Urza	R	6.00	8.00	10.00
Sword to Plowshares	U	10.00	15.00	18.00
Targa	U	40.00	55.00	70.00
Temple	C	4.00	5.00	6.00
The Hive	R	6.00	8.00	10.00
Throughtace	R	5.00	7.00	9.00
Timber Wolves	R	5.00	7.00	9.00
Time Vault	R	35.00	45.00	60.00
Time Walk	R	180.00	230.00	280.00
Time Walk	R	100.00	160.00	190.00
Tragic Island	R	40.00	55.00	70.00
Tundra	R	45.00	65.00	80.00
Twiddle	C	3.00	4.00	5.00
Two Headed Giant	R	30.00	35.00	45.00
Underground Sea	R	45.00	65.00	80.00
Unholy Strength	C	3.00	4.00	5.00
Verduran Enchantress	R	10.00	16.00	22.00
Vesuvan Doppeldealer	R	30.00	40.00	45.00
Veteran Bodyguard	R	9.00	12.00	15.00
Volcanic Eruption	R	4.00	7.00	9.00
Volcanic Island	R	40.00	55.00	70.00
Warp Artifact	R	6.00	8.00	10.00
Web	R	5.00	7.00	9.00
Wheel of Fortune	R	19.00	35.00	45.00
White Knight	U	5.00	8.00	14.00
Will-O'-The-Wisp	R	10.00	15.00	20.00
Winter Orb	R	18.00	24.00	30.00
Word of Command	R	35.00	40.00	55.00
Wrath of God	R	50.00	65.00	80.00
Zombie Master	R	7.00	11.00	13.00



# MAGIC

## The Gathering®

### Price Guide

Contract from Below	R	3.00	5.00	6.00
Copper Tablet	U	1.50	3.00	5.00
Copy Artifact	R	3.00	5.00	8.00
Crusade	R	3.00	5.00	8.00
Cyclopean Tomb	R	13.00	20.00	30.00
Darkpact	R	3.00	4.00	6.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	1.50	3.00	5.00
Demonic Hordes	R	5.00	8.00	12.00
Demonic Tutor	U	5.00	8.00	12.00
Dingus Egg	R	4.00	6.00	8.00
Disrupting Scepter	R	2.50	5.00	7.50
Drain Power	R	1.50	3.00	5.00
Earthquake	R	3.00	5.00	8.00
Elvish Archers	R	2.50	4.00	6.00
False Orders	C	.50	1.00	1.50
Farmland	R	3.00	4.00	6.00
Fastbond	R	2.50	5.00	7.50
Force of Nature	R	3.00	5.00	8.00
Forcefield	R	35.00	50.00	70.00
Fork	R	8.00	12.00	16.00
Fungusaur	R	1.50	5.00	8.00
Gaea's Liege	R	3.00	5.00	8.00
Gauntlet of Might	R	50.00	65.00	80.00
Goblin King	R	3.00	4.00	7.00
Granite Gargyle	R	4.00	6.00	8.00
Helm of Chaztuzk	R	1.50	2.50	4.00
Howling Mine	R	4.50	6.00	8.00
Ice Storm	U	6.00	12.00	17.00
Icy Manipulator	U	12.00	20.00	25.00
Illusionary Mask	R	10.00	17.00	25.00
Jade Monolith	R	1.50	2.50	4.00
Jade Statue	U	4.00	5.00	7.00
Jayemdae Tome	R	3.00	5.00	7.00
Kormus Bell	R	1.50	2.50	4.00
Kudzu	R	1.50	3.00	5.00
Kich	R	20.00	30.00	40.00
Lifeface	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	4.00
Living Lands	R	1.50	5.00	8.00
Lord of Atlantis	R	3.00	5.00	8.00
Lord of the Pit	R	3.00	5.00	8.00
Magicl Hack	R	1.50	3.00	5.00
Mahamuti Djinn	R	4.00	6.00	9.00
Mana Flare	R	4.00	6.00	9.00
Mana Short	R	3.00	5.00	8.00
Mana Vault	R	3.00	5.00	8.00
Manabarb	R	1.50	2.50	4.00
Meekstone	R	3.00	5.00	8.00
Mind Twist	R	3.00	4.00	6.00
Mo'x Emerald	R	110.00	140.00	170.00
Mo'x Jet	R	110.00	140.00	180.00
Mo'x Pearl	R	110.00	140.00	180.00
Mo'x Ruby	R	110.00	140.00	180.00
Mo'x Sapphire	R	110.00	140.00	180.00
Natural Selection	R	8.00	12.00	18.00
Nether Shadow	R	1.50	5.00	6.00
Nevinyrra's Disk	R	4.00	6.00	8.00
Nightmare	R	6.00	8.00	10.00
Northern Paladin	R	3.00	5.00	8.00
Personal Incarnation	R	3.00	5.00	8.00
Plateau	R	1.50	4.00	6.00
Plateau	R	10.00	17.00	20.00
Power Surge	R	1.50	3.00	5.00
Pulicic Blast	U	6.00	14.00	24.00
Purelance	R	1.50	2.50	4.00
Raging River	R	14.00	20.00	26.00
Reverse Damage	R	3.00	5.00	8.00
Righteousness	R	3.00	5.00	8.00
Roc of Kith Ridges	R	3.00	5.00	8.00
Roc Hydra	R	3.00	5.00	8.00
Royal Assassin	R	7.00	10.00	12.00
Savannah	R	10.00	15.00	20.00
Savannah Lions	R	3.00	5.00	8.00
Scrubland	R	10.00	15.00	20.00
Sedge Troll	R	2.50	4.00	6.00
Sengir Vampire	U	3.00	5.00	7.00
Serra Angel	U	4.50	6.00	9.00
Shivan Dragon	R	9.00	12.00	15.00
Sinkhole	C	6.00	9.00	12.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Sol Ring	U	4.00	6.00	8.00
Stasis	R	3.00	5.00	8.00
Sunglasses of Urza	R	1.50	4.00	6.00
Taiga	R	10.00	15.00	20.00
The Hive	R	1.50	4.00	6.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Time Vault	R	25.00	40.00	60.00
Time Walk	R	10.00	130.00	180.00
Timetwister	R	80.00	110.00	140.00
Tropical Island	R	10.00	14.00	18.00
Tundra	R	10.00	15.00	20.00
Two-Headed Giant	R	15.00	20.00	35.00
Underground Sea	R	11.00	17.00	22.00
Verduran Enchantress	R	3.00	4.00	6.00
Vesuvan Doppelganger	R	7.00	11.00	13.00
Veteran Bodyguard	R	2.50	5.00	8.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	10.00	15.00	20.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	5.00	8.00	11.00
Will-O'-The-Wisp	R	4.00	6.00	8.00
Winter Orb	R	3.00	4.00	6.00
Word of Command	R	20.00	30.00	40.00
Wrath of God	R	7.00	10.00	13.00
Zombie Master	R	1.50	5.00	8.00

Dancing Scimitar	R	1.50	2.50	4.00
Darkpact	R	2.00	3.00	4.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	2.00	3.00	4.00
Demonic Hordes	R	3.00	4.00	6.00
Demonic Tutor	U	3.00	5.00	6.00
Dingus Egg	R	2.00	3.00	5.00
Disrupting Scepter	R	2.00	3.00	4.00
Dragon Engine	R	1.50	2.50	4.00
Drain Power	R	2.00	3.00	4.00
Earthquake	R	2.50	3.50	4.50
Ebony Horse	R	1.50	2.50	4.00
El-Hajjaj	R	1.50	2.50	4.00
Elvish Archers	R	1.50	2.50	4.00
Eye for an Eye	R	2.00	3.00	4.00
Farmland	R	1.00	2.00	3.00
Fastbond	R	2.50	4.00	6.00
Flying Carpet	R	1.50	2.50	4.00
Force of Nature	R	3.00	4.00	6.00
Fork	R	7.00	10.00	15.00
Fungusaur	R	1.50	2.50	4.00
Gaea's Liege	R	2.00	4.00	6.00
Goblin King	R	2.50	4.00	5.00
Granite Gargyle	R	2.00	4.00	6.00
Helm of Chaztuzk	R	1.50	2.50	4.00
Howling Mine	R	4.00	5.00	7.00
Hurkyl's Recall	R	2.00	3.00	4.00
Hypnotic Specter	U	1.50	2.50	3.50
Island Fish Jasconius	R	1.50	2.50	4.00
Island Sanctuary	R	1.50	2.50	4.00
Ivory Tower	R	2.00	3.00	5.00
Jade Monolith	R	1.50	2.50	4.00
Jandor's Saddlebags	R	2.00	3.00	4.00
Jayemdae Tome	R	2.00	3.00	5.00
Juggernaut	U	.75	1.50	2.50
Kormus Bell	R	1.50	2.50	4.00
Kudzu	R	2.00	3.00	4.00
Scrubland	R	8.00	12.00	18.00
Sedge Troll	R	2.00	3.00	5.00
Sengir Vampire	U	2.00	3.00	4.00
Serendib Elfreet	U	3.00	4.00	6.00
Serra Angel	U	4.00	5.00	7.00
Shivan Dragon	U	4.00	6.00	10.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Sol Ring	U	4.00	5.00	7.00
Sorceress Queen	R	2.00	3.00	5.00
Stasis	R	2.00	3.00	5.00
Sunglasses of Urza	R	1.50	2.50	4.00
Swords to Plowshares	U	1.00	1.50	2.00
Taiga	R	8.00	12.00	18.00
The Hive	R	1.50	2.50	4.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	4.00
Tropical Island	R	7.00	12.00	16.00
Tundra	R	9.00	13.00	18.00
Underground Sea	R	8.00	13.00	18.00
Verduran Enchantress	R	2.00	3.00	4.00
Vesuvan Doppelganger	R	7.00	9.00	12.00
Veteran Bodyguard	R	2.00	3.00	5.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	7.00	12.00	18.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	3.00	5.00	7.00
Will-O'-The-Wisp	R	2.50	3.50	5.00
Winter Orb	R	2.00	3.00	5.00
Wrath of God	R	4.50	6.00	8.00
Zombie Master	R	2.00	3.50	5.00

#### FOURTH EDITION

##### WIZARDS OF THE COAST 1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (368 cards)	175.00	200.00	225.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	85.00	95.00	110.00
Starter Deck (60 cards)	8.00	10.00	12.00
Starter Box (10 decks)	85.00	95.00	110.00
Unlisted Uncommons	25	.50	1.00
Unlisted Commons	10	.20	.25

Aladdin's Lamp	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	3.50
Animate Wall	R	1.50	2.50	3.50
Ankh of Mishra	R	1.50	2.50	3.50
Armageddon	R	3.00	4.00	5.00
Armageddon Clock	R	1.50	2.50	3.50
Aspect of Wolf	R	1.50	2.50	3.50
Bad Moon	R	3.00	4.00	5.00
Balance	R	2.00	3.00	4.00
Ball Lightning	R	3.00	4.00	6.00
Birds of Paradise	R	7.00	12.00	15.00
Black Knight	U	1.00	1.50	2.50
Black Mana Battery	R	2.00	3.00	4.00
Blessing	R	2.00	3.00	4.00
Blue Mana Battery	R	2.50	3.50	4.50
Bottle of Suleiman	R	1.50	2.50	3.50
Branze Tablet	R	1.50	2.50	3.50
Carrian Ants	U	.75	1.50	2.00
Chaoslace	R	1.50	2.50	3.50
Clockwork Avian	R	2.00	3.00	4.00
Clockwork Beast	R	1.50	2.50	3.50
Cockatrice	R	1.50	2.50	4.00
Colossus of Sardia	R	2.00	3.00	4.00
Coral Helm	R	1.50	2.50	3.50
Cosmic Horror	R	1.50	2.50	4.00
Crimson Manticores	R	1.50	2.50	3.50
Crusade	R	2.00	3.00	4.00
Dancing Scimitar	R	1.50	2.50	3.50
Deathlace	R	1.50	2.50	3.50
Dingus Egg	R	1.50	2.50	4.00
Disrupting Scepter	R	1.50	2.50	4.00
Dragon Engine	R	1.50	2.50	3.50
Drain Power	R	1.50	2.50	4.00
Earthquake	R	2.00	3.00	4.00
Ebony Horse	R	1.50	2.50	3.50
El-Hajjaj	R	1.50	2.50	3.50
Elder Land Wurm	R	1.50	2.50	3.50
Elvish Archers	R	1.50	2.50	4.00
Eye for an Eye	R	1.50	2.50	4.00
Flying Carpet	R	1.50	2.50	3.50
Force of Nature	R	2.00	3.00	4.00
Fungusaur	R	1.50	2.50	3.50
Gaea's Liege	R	2.00	3.00	4.00
Goblin King	R	2.00	3.00	4.00
Greed	R	1.50	2.50	4.00
Green Mana Battery	R	2.00	3.00	4.00
Helm of Chaztuzk	R	1.50	2.50	3.50
Howling Mine	R	3.00	4.00	5.00
Hurkyl's Recall	R	1.50	2.50	4.00
Hurr Jackal	R	1.50	2.50	3.50
Hypnotic Specter	U	1.50	2.50	3.50
Interno	R	1.50	2.50	4.00
Island Fish Jasconius	R	1.50	2.50	3.50
Island Sanctuary	R	1.50	2.50	3.50
Ivory Tower	R	1.50	2.50	3.50
Jade Monolith	R	1.50	2.50	3.50
Jandor's Saddlebags	R	1.50	2.50	3.50
Jayemdae Tome	R	2.00	3.00	4.00
Killer Bees	U	.75	1.50	2.00
Kormus Bell	R	1.50	2.50	3.50
Land Tax	R	2.00	4.00	5.00

### UP YOUR SLEEVE

#### LEAVE IT TO WEAVER

A seldom-used legend from *Mirage*, Hakim can pull some nifty tricks with his enchantment-manipulating ability. Since he doesn't tap to use it and there's no limit on how many times a turn you can play it, simply recur a creature enchantment like *Briar Shield* to pump him up to huge amounts and fly in for the kill. Similarly, you can deal large amounts of damage by recurring *Fire Whip* or, in a pinch, draw a few cards with *Capashee* Standard.



#### REVISED EDITION

##### WIZARDS OF THE COAST







# MAGIC

## The Gathering®

### Price Guide

Tranquil Grove	R	3.00	4.00	5.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	3.00	5.00	7.00
Vampire Tutor	R	4.00	6.00	8.00
Verduran Enchantress	R	2.00	3.00	4.00
Volcanic Dragon	R	3.00	4.00	5.00
Waiting in the Woods	R	1.50	2.50	3.50
Wand of Denial	R	2.50	3.50	4.50
Wrath of God	R	4.00	6.00	8.00
Wyulu Wolf	R	1.50	2.50	3.50
Zombie Master	R	1.50	2.50	3.50
Zur's Weirding	R	1.50	2.50	3.50

#### SEVENTH EDITION WIZARDS OF THE COAST-2001

Full Set (360 cards)	180.00	190.00	210.00
Booster Pack	2.50	3.00	3.50
Booster Box	75.00	85.00	100.00
Starter Deck	8.00	9.00	10.00
Unlisted Uncommons	.25	.50	1.25
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of its non-FOIL version...

Abyssal Horror	R	1.50	2.00	3.00
Abyssal Specter (Foil)	R	6.00	8.00	12.00
Adarkar Wastes	R	4.00	6.00	8.00
Adarkar Wastes (Foil)	R	40.00	50.00	55.00
Air Elemental (Foil)	R	4.00	7.00	10.00
Aladdin's Ring	R	1.50	2.00	3.00
Ancestral Memories	R	1.50	2.00	3.00
Ancient Silverback	R	1.50	2.50	4.00
Archivist	R	1.50	2.00	3.00
Beast of Burden	R	2.00	3.00	4.00
Bedlam	R	1.50	2.00	3.00
Bellowing Fiend	R	1.50	2.00	3.00
Benthic Behemoth	R	1.50	2.00	3.00
Birds of Paradise	R	8.00	13.00	17.00
Birds of Paradise (Foil)	R	70.00	95.00	110.00
Blaze (Foil)	R	5.00	6.00	7.00
Blessed Reversal	R	1.50	2.00	3.00
Bloodshot Cyclops	R	1.50	2.00	3.00
Boil (Foil)	R	4.00	6.00	8.00
Brushland	R	4.00	5.00	7.00
Brushland (Foil)	R	30.00	35.00	45.00
Circle of Protection: Red (Foil)	R	2.50	3.50	5.00

City of Brass	R	5.00	7.00	8.00
City of Brass (Foil)	R	40.00	65.00	85.00
Coat of Arms	R	8.00	10.00	13.00
Coat of Arms (Foil)	R	20.00	30.00	40.00
Counterspell (Foil)	R	10.00	18.00	27.00
Creeping Mold (Foil)	R	2.00	3.00	4.00
Crimson Helkite	R	3.00	4.00	7.00
Crimson Helkite (Foil)	R	12.00	17.00	23.00
Daring Apprentice	R	1.50	2.00	3.00
Darkest Hour	R	1.50	2.50	3.50
Deflection	R	2.00	3.00	4.00
Delusions of Mediocrity	R	1.50	2.00	3.00
Dingus Egg	R	1.50	2.50	3.50
Disenchant (Foil)	R	5.00	8.00	11.00
Disrupting Scepter	R	1.50	2.00	3.00
Drags of Sorrow	R	1.50	2.00	3.00
Dreuss (Foil)	R	5.00	6.00	8.00
Early Harvest	R	1.50	2.00	3.00
Earthquake	R	2.50	3.50	4.50
Earthquake (Foil)	R	10.00	16.00	23.00
Eastern Paladin	R	2.00	3.00	4.00
Elder Druid	R	1.50	2.00	3.00
Elite Archers	R	1.50	2.50	3.50
Elvish Archers	R	1.50	2.50	3.50
Elvish Champion	R	3.00	4.00	5.00
Elvish Piper	R	4.00	6.00	8.00
Elvish Piper (Foil)	R	7.00	10.00	14.00
Ensnaring Bridge	R	3.00	4.50	6.00
Ensnaring Bridge (Foil)	R	11.00	15.00	18.00
Equilibrium	R	2.50	3.00	4.00
Evacuation	R	1.50	2.00	3.00
Fallen Angel	R	2.00	3.00	4.00
Fallen Angel (Foil)	R	12.00	18.00	25.00
Feroz's Ban	R	1.50	2.00	3.00
Fervor	R	2.00	3.00	4.00
Final Fortune	R	1.50	2.00	3.00
Fire Diamond (Foil)	R	3.00	5.00	7.00
Fleeting Image	R	1.50	2.00	3.00
Flying Carpet	R	1.50	2.00	3.00
Gerrard's Wisdom (Foil)	R	4.00	6.00	8.00
Giant Growth (Foil)	R	3.00	4.50	7.00

Glorious Anthem	R	4.00	5.00	6.00
Glorious Anthem (Foil)	R	10.00	15.00	20.00
Goblin King	R	2.50	3.50	4.50
Grafted Skullcap	R	1.50	2.50	3.50
Greed	R	1.50	2.00	3.00
Hawling Mine	R	3.00	5.00	7.00
Hawling Mine (Foil)	R	15.00	23.00	30.00
Hurricane	R	1.50	2.00	3.00
Impatience	R	1.50	2.00	3.00
Infernal Contract	R	1.50	2.50	3.50
Inferno	R	1.50	2.00	3.00
Intrepid Hero	R	2.00	3.00	4.00
Jalum Tome	R	1.50	2.00	3.00
Jandor's Saddlebags	R	1.50	2.00	3.00
Jayemdae Tome	R	1.50	2.00	3.00
Karpilusan Forest	R	4.00	6.00	10.00
Karpilusan Forest (Foil)	R	30.00	35.00	45.00
Kjeldoran Royal Guard	R	1.50	2.00	3.00

Relentless Assault	R	2.00	3.00	4.00
Reprocess	R	1.50	2.00	3.00
Revenant	R	1.50	2.00	3.00
Reverse Damage	R	1.50	2.50	3.50
Rolling Stones	R	1.50	2.50	3.50
Rouven	R	1.50	2.00	3.00
Sacred Ground	R	1.50	3.00	4.50
Seismic Assault	R	2.00	3.00	4.00
Serra Advocate	R	1.00	1.50	2.50
Serra Advocate (Foil)	R	8.00	13.00	18.00
Serra Angel	R	5.00	8.00	10.00
Serra Angel (Foil)	R	55.00	65.00	80.00
Shivan Dragon	R	5.00	7.00	12.00
Shivan Dragon (Foil)	R	40.00	50.00	70.00
Shock (Foil)	R	3.00	4.00	6.00
Sky Diamond (Foil)	R	4.00	5.00	7.00
Southern Paladin	R	3.00	4.00	5.00
Spirit Link (Foil)	R	5.00	7.00	11.00
Static Orb	R	4.00	5.00	6.00
Stone Rain (Foil)	R	3.00	4.00	6.00
Storm Cauldron	R	1.50	2.00	3.00
Stronghold Assassin	R	1.50	2.50	3.50
Sulfurous Springs	R	4.00	5.00	7.00
Sulfurous Springs (Foil)	R	30.00	35.00	45.00
Sunweb	R	1.50	2.50	3.50
Tainted Ether	R	1.50	2.00	3.00
Teferi's Puzzle Box	R	1.50	3.00	4.00
Temporal Adept	R	1.50	3.00	4.00
Trained Elemental	R	4.00	5.00	6.00
Trained Orp	R	1.50	2.00	3.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	4.00	6.00	10.00
Underground River (Foil)	R	30.00	35.00	45.00
Verduran Enchantress	R	2.00	3.00	4.00
Verduran Enchantress (Foil)	R	6.00	10.00	15.00
Vernal Bloom	R	1.50	2.50	3.50

Desert	C	1.00	2.50	4.00
Desert Twister	R	2.00	4.00	5.00
Diamond Valley	R	35.00	50.00	60.00
Drop of Honey	R	15.00	30.00	40.00
Ebony Horse	R	2.50	4.00	6.00
El-Hajjaj	R	3.00	4.00	7.00
Elephant Graveyard	R	14.00	22.00	25.00
Erg Raiders	R	3.00	2.00	3.00
Erhnam Djinn	R	12.00	17.00	24.00
Eye for an Eye	R	2.00	3.00	5.00
Flying Carpet	R	2.50	3.00	5.00
Flying Men	C	2.00	3.50	5.00
Guardian Beast	R	25.00	40.00	60.00
Ith-Biff Efreet	R	12.00	18.00	30.00
Island Fish Jasconius	R	4.00	6.00	8.00
Island of Wak-Wak	R	18.00	30.00	40.00
Jandor's Ring	R	2.50	4.00	6.00
Jandor's Saddlebags	R	2.50	4.00	6.00
Jeweled Bird	R	3.00	4.00	6.00
Jihad	R	20.00	30.00	40.00
Junin Efreet	R	5.00	7.00	10.00
Juzam Djinn	R	110.00	150.00	180.00
Khabal Ghoul	R	15.00	22.00	35.00
King Suleiman	R	7.00	10.00	15.00
Kind Ape	C	2.00	3.00	4.00
Library of Alexandria	R	60.00	80.00	100.00
Magnetic Mountain	R	2.00	3.00	4.00
Merchant Ship	R	3.00	5.00	7.00
Mijae Djinn	R	4.00	6.00	8.00
Mountain	C	6.00	8.00	12.00
Oasis	R	2.00	4.00	5.00
Old Man of the Sea	R	13.00	21.00	30.00
Oubliette	C	2.50	3.50	4.50
Pit	C	2.00	3.00	4.00
Pyramids	R	10.00	14.00	18.00
Repentant Blacksmith	R	3.00	4.00	6.00
Ring of Ma'ru	R	20.00	28.00	35.00
Rukh Egg	C	4.00	7.00	12.00
Sandals of Abdallah	R	2.00	4.00	6.00
Serendib Djinn	R	15.00	20.00	25.00
Serendib Efreet	R	16.00	25.00	35.00
Shahrazad	R	15.00	23.00	30.00
Sinbad	R	2.00	4.00	5.00
Singing Tree	R	17.00	25.00	32.00
Sorceress Queen	R	6.00	8.00	10.00
Stone-Throwing Devils	C	3.00	4.00	5.00
Wyulu Wolf	C	1.50	2.50	3.50
Yavon Efreet	R	4.00	7.00	9.00

## STRANGE BREW

### RUSSIAN ROULETTE

On The Edge is the king of non-sequiturs when it comes to topics for its cards. For instance Grigori Efimovich Rasputin (1871-1916) was a Siberian monk, reputed to have powers of healing and mesmerism which he used to manipulate the Russian czar and his family. Now, we have Anatoly Taghel, a cabbie. What does it take to be the "Rasputin of Cabbies"—be a driver with influence over the mayor? How weird is that? Maybe you only carry Russian royalty? For the love of Smirnov, what does it mean?

Llanowar Elves (Foil)	C	7.00	12.00	18.00
Lord of Atlantis	R	3.00	4.00	5.00
Lord of Atlantis (Foil)	R	8.00	12.00	18.00
Mahamoti Djinn	R	3.00	4.00	7.00
Mahamoti Djinn (Foil)	R	18.00	25.00	32.00
Mana Clash	R	1.50	2.00	3.00
Mana Short	R	1.50	2.50	3.50
Marble Diamond (Foil)	R	4.00	6.00	8.00
Maro	R	1.50	2.50	4.00
Master Healer	R	1.50	2.00	3.00
Mawcar	R	1.50	2.00	3.00
Meekstone	R	1.50	2.50	3.50
Megrim	R	2.00	3.00	4.00
Megrim (Foil)	R	5.00	8.00	10.00
Memory Lapse (Foil)	C	3.00	4.00	5.00
Might of Oaks	R	4.00	5.00	6.00
Might of Oaks (Foil)	R	12.00	16.00	20.00
Millstone	R	3.00	4.00	5.00
Millstone (Foil)	R	15.00	24.00	30.00
Nature's Resurgence	R	1.50	2.00	3.00
Nature's Revolt	R	1.50	2.00	3.00
Nightmare	R	3.00	4.00	5.00
Nightmare (Foil)	R	14.00	20.00	24.00
Northern Paladin	R	3.00	4.00	5.00
Opp	R	1.50	2.00	3.00
Opposition	R	3.00	4.00	5.00
Oppression	R	1.50	2.00	3.00
Pariah	R	2.00	3.00	4.00
Persecute	R	2.50	3.50	4.50
Persecute (Foil)	R	10.00	15.00	18.00
Phyrexian Colossus	R	2.50	3.50	4.50
Phyrexian Colossus (Foil)	R	12.00	15.00	24.00
Pillage	R	7.50	1.50	2.00
Pillage (Foil)	R	5.00	7.00	9.00
Prodigious Sorcerer (Foil)	C	4.00	5.00	6.00
Purify	R	1.50	2.00	3.00
Rag Man	R	1.50	2.00	3.00
Reckless Embarras	R	1.50	2.00	3.00

Vizzardix	R	1.50	2.00	3.00
Volcanic Hammer (Foil)	C	3.00	4.00	7.00
Wall of Wonder	R	1.50	2.00	3.00
Western Paladin	R	2.50	3.50	4.50
Wildfire	R	3.00	4.00	5.00
Worship	R	3.00	5.00	7.00
Worship (Foil)	R	12.00	20.00	28.00
Wrath of God	R	5.00	7.00	8.00
Wrath of God (Foil)	R	50.00	65.00	80.00
Yavimaya Enchantress (Foil)	R	4.00	6.00	8.00

## ARABIAN NIGHTS

### WIZARDS OF THE COAST-1993

Full Set (78 cards)	850.00	925.00	1000.00
Booster Pack (8 cards)	85.00	90.00	95.00
Booster Box (80 packs)	4000.00	4200.00	4600.00
Unlisted Commons	.75	1.50	3.00
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○ Abu Ja'far	U	3.00	4.00
● Aladdin	R	3.00	4.00
● Aladdin's Lamp	R	3.00	4.00
● Aladdin's Ring	R	4.00	6.00
● Ali Baba	U	2.00	3.00
● All from Cairo	R	40.00	55.00
● Army of Allah	C	2.00	3.50
● Bazaar of Baghdad	U	12.00	18.00
● Bottle of Suleiman	R	3.00	4.00
● Brass Man	U	1.50	3.00
● Camel	C	1.00	2.00
● City in a Bottle	R	6.00	9.00
● City of Brass	U	20.00	30.00
● Cyclone	U	2.00	3.00
● Dancing Scimitar	R	2.00	4.00



# LEGENDS

## WIZARDS OF THE COAST-1994

Full Set (310 cards)	750.00	800.00	950.00
Booster Pack (15 cards)	25.00	30.00	45.00
Booster Box (36 packs)	950.00	975.00	1100.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00

● Acid Rain	R	8.00	13.00	18.00
● Aduin Oakenshield	R	5.00	7.00	11.00
● Akron Legionnaire	R	2.50	3.50	8.00
● Al-sabaz's Carpet	R	4.50	6.00	8.00
● Alich's Tomb	R	5.00	7.00	9.00
● All Hallow's Eve	R	15.00	22.00	28.00
● Angelic Voices	R	4.00	6.00	8.00
● Angus Mackenzie	R	8.00	9.00	11.00
● Arborea	U	3.00	4.00	5.00
● Arcades Sabbath	R	6.00	8.00	13.00
● Arena of the Ancients	R	2.00	3.00	5.00
● Axelrod Gunnarson	R	3.00	5.00	9.00
● Ayshtla Tanaka	R	3.00	4.00	7.00
● Bartel Runeaxe	R	5.00	7.00	11.00
● Boris Devlinson	R	5.00	7.00	11.00
● Bronze Horse	R	3.00	4.00	5.00
● Carrion Ants	R	3.00	4.00	10.00
● Caverns of Despair	R	3.00	4.00	8.00
● Chain Lightning	C	2.00	4.00	5.00
● Chains of Meph.	R	15.00	18.00	24.00
● Chromium	R	8.00	9.00	12.00
● Cleanse	R	7.00	9.00	12.00
● Concordant Crossroads	R	4.00	6.00	8.00
● Cosmic Horror	R	4.00	5.00	8.00
● Crimson Manticores	R	2.50	3.50	8.00
● Dakkon Blackblade	R	3.00	6.00	8.00
● Disharmony	R	4.50	6.00	8.00
● Divine Intervention	R	5.00	7.00	9.00
● Divine Transformation	R	3.00	4.00	7.00
● Dream Coat	U	3.00	4.00	5.00
● Elder Land Wurm	R	4.00	5.00	6.50
● Elder Spawn	R	2.50	4.00	6.00
● Elven Riders	R	3.00	4.00	5.00
● Eureka	R	18.00	20.00	28.00
● Falling Star	R	5.00	7.00	10.00
● Field of Dreams	R	9.00	11.00	14.00
● Firestorm Phoenix	R	8.00	10.00	16.00
● Firetongued Amulet	R	4.50	6.00	8.00
● Gabriel Angelfire	R	3.00	4.50	8.00
● Gauntlets of Chaos	R	6.00	8.00	10.00
● Ghost Dirk	R	3.00	4.50	8.00
● Gravity Sphere	R	6.00	9.00	12.00
● Greater Realm	U	3.00	4.00	5.00
● Greed	R	3.00	5.00	7.00
● Gwendyn Di Corci	R	10.00	15.00	20.00
● Haridane	R	5.00	7.00	9.00
● Hammerheim	U	2.50	3.50	4.50
● Hazezon Tamar	R	3.00	5.00	10.00
● Hell's Caretaker	R	4.00	6.00	9.00
● Hellfire	R	7.00	10.00	13.00
● Horn of Deafening	R	2.50	3.50	6.00
● Imprison	R	3.00	6.00	8.00
● In the Eye of Chaos	R	4.00	6.00	9.00
● Infernal Medusa	U	3.00	4.00	5.00
● Infinite Authority	R	3.00	4.50	8.00
● Inevite Prejudice	R	6.00	9.00	12.00
● Jacques le Vert	R	6.00	9.00	12.00
● Johan	R	4.00	6.00	10.00
● Jovial Evil	R	7.00	9.00	12.00
● Juxtapose	R	4.00	5.00	8.00
● Karakas	U	2.50	3.50	4.50
● Kai Takahashi	R	3.00	5.00	8.00
● Killer Bees	R	3.00	7.00	9.00
● Knowledge Vault	R	5.00	7.00	10.00
● Kobold Drill Sergeant	R	6.00	7.00	10.00
● Kobold Overlord	R	8.00	11.00	14.00
● Kobold Taskmaster	U	4.50	6.00	8.00
● Lady Caleria	R	4.00	6.00	9.00
● Lady Evangeline	R	5.00	8.00	9.00
● Land Equilibrium	R	7.00	10.00	14.00
● Land Tax	R	3.00	6.00	10.00
● Land's Edge	R	4.00	5.00	8.00
● Life Chisel	U	3.00	4.00	5.00
● Life Matrix	U	4.00	6.00	8.00
● Lifethood	R	4.50	6.00	8.00
● Living Plane	R	5.00	9.00	12.00
● Living Stone	R	5.00	7.00	10.00
● Lonya Stone	R	25.00	35.00	50.00
● Mana Drain	R	5.00	7.00	10.00
● Mana Matrix	R	7.00	10.00	15.00
● Master of the Hunt	R	4.00	5.00	7.00
● Mirror Universe	R	40.00	50.00	70.00
● Moot	R	35.00	48.00	55.00
● Moid Demon	R	3.00	5.00	8.00
● Nebuchadnezzar	R	4.00	5.00	8.00
● Necrotic Void	R	27.00	37.00	55.00
● Nicol Bolas	R	8.00	10.00	13.00
● Nova Star	R	4.00	6.00	8.00
● Nova Pentacle	R	4.50	6.00	12.00
● Palladia-Mors	R	7.00	9.00	13.00
● Pendelhaven	U	3.00	4.00	5.00
● Petra Sphinx	R	3.00	4.00	6.00
● Pile Queen	R	4.00	5.00	8.00
● Plank Gate	R	5.00	8.00	11.00
● Presence of the Master	U	3.00	4.00	5.00
● Psychic Entity	R	3.00	4.00	6.00
● Quorum Trench Gnomes	R	5.00	7.00	9.00
● Ragnar	R	3.00	4.00	8.00
● Ramses Overdark	R	5.00	7.00	12.00
● Rapid Fire	R	3.00	4.00	8.00
● Rasputin Dreamweaver	R	4.00	6.00	8.00
● Rebirth	R	3.00	4.00	5.00
● Recall	R	4.00	6.00	8.00

● Reset	U	2.00	3.00	5.00
● Revelation	R	3.00	4.00	7.00
● Reverberation	R	3.00	6.00	9.00
● Ring of Immortals	R	5.00	7.00	10.00
● Rohgahh of Kher Keep	R	6.00	8.00	10.00
● Rubinia Soulsinger	R	4.50	6.00	10.00
● Sentinel	R	3.00	4.50	8.00
● Serpent Generator	R	4.00	5.00	8.00
● Sol'kanar Swamp King	R	5.00	8.00	11.00
● Spectral Cloak	U	3.00	4.00	5.00
● Spirit Villain	R	4.00	7.00	10.00
● Spirit Link	U	3.00	4.00	5.00
● Spiritual Sanctuary	R	5.00	7.00	10.00
● Stango	R	3.00	4.50	8.00
● Storm Seeker	U	2.00	3.00	4.50
● Storm World	R	4.00	6.00	8.00
● Sword of the Ages	R	10.00	15.00	20.00
● Sylvan Library	U	4.00	5.00	6.00
● Telekinetic	R	4.00	6.00	8.00
● Teleport	R	2.50	3.50	8.00
● Tempest Eerect	R	2.50	3.50	5.00
● Tetsuo Umezawa	R	8.00	11.00	14.00
● The Abyss	R	35.00	50.00	65.00
● The Tabernacle at P.V.	R	12.00	17.00	24.00
● The Witchwood	R	3.00	5.00	9.00
● Thunder Spirit	R	12.00	18.00	28.00
● Time Elemental	R	4.00	7.00	12.00
● Tolaria	U	2.00	4.00	5.00
● Triassic Egg	R	3.00	4.00	8.00
● Tuknur Deathlock	R	4.50	6.00	8.00
● Typhoon	R	3.00	4.00	8.00
● Underworld Dreams	U	15.00	24.00	30.00
● Ur-Drago	R	3.00	4.50	8.00
● Urborg	U	2.00	3.00	4.00
● Vaelec's Asmadi	R	7.00	9.00	12.00
● Voodoo Doll	R	3.00	4.00	5.00
● Wall of Opposition	R	2.50	3.50	6.00
● Willow Satyr	R	4.00	5.00	8.00

● Preacher	R	4.00	8.00	10.00
● Rag Man	R	1.00	2.00	3.00
● Safe Haven	R	3.00	4.00	5.00
● Scarwood Bandits	R	1.50	2.50	4.00
● Season of the Witch	R	1.50	2.50	4.00
● Sorrow's Path	R	1.50	2.50	3.50
● Stone Calendar	R	3.00	4.00	5.00
● Tracker	R	2.00	3.00	4.00
● War Barge	U	1.50	3.00	4.00
● Witch Hunter	R	1.50	2.50	4.00
● Worms of the Earth	R	1.50	2.50	4.00
● Wormwood Treefolk	R	1.50	2.50	3.50

# FALLEN EMPIRES

## WIZARDS OF THE COAST-1994

Full Set (167 cards)	30.00	40.00	45.00
Booster Pack (8 cards)	.75	1.50	1.50
Booster Box (36 packs)	35.00	40.00	50.00
Unlisted Uncommons	.50	1.00	2.00
Unlisted Commons	.10	.20	.25

● Aeolipile	R	1.00	2.00	3.00
● Balm of Restoration	R	.75	1.00	1.50
● Bottomless Vault	R	.75	1.00	1.50
● Breeding Pit	U	1.00	1.50	2.50
● Canch Horn	R	.75	1.00	2.00
● Delir's Cube	R	.75	1.00	2.00
● Dereler	R	2.00	3.00	4.00
● Draconian Cylix	R	.75	1.00	1.50
● Dwarfen Armorer	R	.75	1.00	1.50
● Dwarfen Hold	R	1.00	2.00	3.00
● Elbon Praetor	R	1.00	2.00	3.00
● Elven Lyre	R	.75	1.00	1.50
● Elvish Farmer	R	1.50	2.00	2.50
● Fungal Bloom	R	1.00	2.00	3.00
● Goblin Flotilla	R	.75	1.00	1.50
● Goblin Warrens	R	.75	1.00	1.50

# UP YOUR SLEEVE

## FORKING AROUND

With copy spells recently getting a rules overhaul and *Odyssey* unveiling the terrific new *Mirari*, we figured we'd take a look back at one of the original copycats, *Fork*. You'll give any judge fits when you start using this card in multiples, especially in tandem with *Mirari* or a retargeting card like *Divert* or *Misdirection*. And it's especially cool with cards like *Diabolic Intent* or *Goblin Grenade*, since you don't have to pay their additional non-mana cost again when you *Fork* them.



● Winter Blast	R	3.00	4.00	6.00
● Wood Elemental	R	3.00	4.00	6.00
● Xira Arien	R	3.00	4.50	8.00

# THE DARK

## WIZARDS OF THE COAST-1994

Full Set (119 cards)	100.00	120.00	140.00
Booster Pack (8 cards)	7.00	8.00	10.00
Booster Box (36 packs)	290.00	305.00	320.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.25	.50	.75

● Apprentice Wizard	R	1.00	2.00	3.00
● Ball Lightning	R	7.00	11.00	17.00
● Barf's Cage	R	2.50	3.50	4.50
● Blood Moon	R	1.00	2.00	6.00
● City of Shadows	R	2.00	3.00	4.00
● Cleansing	R	1.50	2.50	4.50
● Dance of Many	R	2.50	3.50	4.50
● Eternal Flame	R	3.00	4.00	5.00
● Exorcist	R	3.00	4.00	6.00
● Frankenstein's Monster	R	3.00	4.00	6.00
● Goblin Wizard	R	4.00	6.00	7.00
● Grave Robbers	R	1.00	2.00	4.50
● Hidden Path	R	2.00	3.00	4.00
● Inferno	R	1.50	2.50	5.00
● Knights of Thorn	R	1.50	3.00	4.50
● Leviathan	R	2.50	3.50	5.00
● Lurker	R	1.50	2.50	5.00
● Mana Clash	R	1.50	2.50	3.50
● Mana Vortex	R	1.00	2.00	3.00
● Martyr's Cry	R	1.00	2.00	4.00
● Maze of Ith	R	6.00	9.00	11.00
● Merfolk Assassin	U	2.00	3.00	5.00
● Mind Bomb	R	1.00	2.00	3.00
● Nameless Race	R	1.50	2.50	4.50
● Wall Slinker	R	1.00	2.00	3.00

● Hand of Justice	R	1.00	2.00	3.00
● Hollow Trees	R	.75	1.00	1.50
● Homarid Shaman	R	.75	1.00	1.50
● Iceborn Lieutenant	R	.75	1.00	1.50
● Iceborn Skirmishers	R	.75	1.00	1.50
● Iceborn Store	R	1.00	2.00	3.00
● Iceborn Town	R	.75	1.00	1.50
● Implements of Sacrifice	R	.75	1.00	1.50
● Orga	R	2.00	3.00	4.00
● Rainbow Vale	R	1.50	2.50	3.50
● Ring of Renewal	R	.75	1.00	1.50
● River Merfolk	R	1.00	2.00	3.00
● Sand Silos	R	.75	1.00	1.50
● Spirit Shield	R	.75	1.00	1.50
● Theban's Curse	R	.50	.75	1.00
● Thelonic Monk	R	1.00	2.00	3.00
● Thurl Chameleon	R	1.50	2.50	3.50
● Tournash's Gate	R	.75	1.00	1.50
● Vudalen Knights	R	1.00	2.00	3.00
● Vudalen War Machine	R	1.00	2.00	3.00
● Zelyon Sword	R	1.00	2.00	3.00

# ICE AGE

## WIZARDS OF THE COAST-1995

Full Set (363 cards)	170.00	180.00	200.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	100.00	110.00	140.00



# MAGIC

## The Gathering®

# Price Guide

Trailblazer	2.00	3.00	4.00
Underground River	4.00	6.00	8.00
Veldt	1.00	2.00	3.00
Vexing Arcanix	2.00	3.00	4.00
Vibrating Sphere	1.50	2.00	3.00
Witigo	2.50	3.50	4.50
Winter's Chill	1.50	2.00	3.00
Wrath of Marit Lage	2.00	3.00	4.00
Zur's Weirding	2.50	3.50	4.50
Zuran Orb	1.00	2.00	3.00

## CHRONICLES

### WIZARDS OF THE COAST-1995

Full Set (125 cards)	65.00	75.00	85.00
Booster Pack (12 cards)	2.00	2.50	4.00
Booster Box (45 packs)	90.00	100.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

○ Akron Legionnaire	1.00	2.00	3.00
○ Aladdin	1.50	2.00	3.00
○ Angelic Voices	1.00	2.00	3.00
○ Arcades Sabbath	2.00	3.00	5.00
○ Arena of the Ancients	.75	1.00	1.50
○ Axelrod Gunnarson	1.00	2.00	3.00
○ Ayasha Tanaka	1.00	2.00	3.00
○ Barl's Cage	.75	1.00	1.50
○ Blood Moon	1.00	2.00	3.00
○ Book of Rass	.75	1.00	1.50
○ Bronze Horse	1.50	2.00	3.00
○ Chromium	3.00	4.00	5.00
○ City of Brass	4.00	5.00	6.00
○ Concordant Crossroads	1.50	2.50	4.00
○ Cyclone	.75	1.00	1.50
○ Dakkon Blackblade	2.50	3.50	4.50
○ Dance of Many	1.50	2.00	3.00
○ Gabriel Angelfire	1.00	2.00	3.00
○ Gauntlets of Chaos	1.50	2.00	3.00
○ Hell's Caretaker	1.00	2.00	3.00
○ Horn of Deafening	.75	1.00	1.50
○ Infinite Authority	1.50	2.00	3.00
○ Jalum Tome	1.00	2.00	3.00
○ Jeweled Bird	1.00	2.00	3.00
○ Johan	2.50	3.50	4.50
○ Juxtapose	1.50	2.00	3.00
○ Land's Edge	1.00	2.00	3.00
○ Nebuchadnezzar	2.00	3.00	4.00
○ Nicol Bolas	4.00	5.00	6.00
○ Obelisk of Undoing	1.50	2.00	3.00
○ Palladia-Mors	2.00	3.00	4.00
○ Petra Sphinx	1.50	2.50	3.50
○ Rakaithe	.75	1.00	1.50
○ Recall	1.00	1.50	2.00
○ Revelation	1.00	2.00	3.00
○ Rubinia Soulsinger	1.00	2.00	3.00
○ Safe Haven	1.50	2.50	3.50
○ Sentinel	1.50	2.00	3.00
○ Sergeant Generator	1.00	2.00	3.00
○ Sol'kanar Swamp King	1.50	2.50	3.50
○ Stangor	1.50	2.00	3.00
○ Teleport	1.00	2.00	3.00
○ The Wretched	1.00	2.00	3.00
○ Triassic Egg	.75	1.00	1.50
○ Vaevictis Asmadi	2.00	3.00	4.00
○ Voodoo Doll	.75	1.00	1.50
○ Xira Arien	1.50	2.00	3.00
○ Yawgmuth Demon	1.00	2.00	3.00

## HOMELANDS

### WIZARDS OF THE COAST-1995

Full Set (115 cards)	40.00	50.00	60.00
Booster Pack (8 cards)	1.50	2.00	3.00
Booster Box (60 packs)	60.00	75.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

○ An-Zerrin Ruins	.75	1.00	1.50
○ Anaba Ancestor	.75	1.00	1.50
○ Anaba Spirit Crafter	.75	1.00	1.50
○ Apocalypse Chime	.75	1.00	1.50
○ Autumn Willow	3.00	4.00	5.00
○ Aysen Crusader	.75	1.00	1.50
○ Aysen Highway	1.00	2.00	3.00
○ Baki's Curse	.75	1.00	1.50
○ Baron Sengir	3.00	5.00	7.00
○ Beast Walkers	.75	1.00	1.50
○ Broken Visage	.75	1.00	1.50
○ Chain Stasis	.75	1.00	1.50
○ Didderdoo	.75	1.00	1.50

○ Dwarven Pony	.75	1.00	1.50
○ Dwarven Sea Clan	.75	1.00	1.50
○ Faerie Noble	1.00	1.50	2.00
○ Feroc's Ban	.75	1.00	1.50
○ Forget	.50	.75	1.00
○ Grandmother Sengir	.75	1.00	1.50
○ Hazdruul the Abbot	.75	1.00	1.50
○ Heart Wolf	.75	1.00	1.50
○ Ironclaw Curse	.50	.75	1.00
○ Koskun Falls	1.00	1.50	2.00
○ Leeches	.75	1.00	1.50
○ Mammoth Harness	.75	1.00	1.50
○ Marjan	.75	1.00	1.50
○ Mystic Decree	1.00	2.00	3.00
○ Narwhal	.75	1.00	1.50
○ Primal Order	.75	1.00	1.50
○ Reveka, Wizard Savant	.75	1.00	1.50
○ Rysorian Badger	1.00	1.50	2.00

○ Lake of the Dead	4.00	6.00	8.00
○ Library of Lat-Nam	1.00	2.00	3.00
○ Lodestone Bauble	1.00	2.00	3.00
○ Lord of Tresserhorn	3.00	4.00	5.00
○ Misfortune	1.50	2.50	3.50
○ Nature's Wrath	1.00	2.00	3.00
○ Omen of Fire	1.00	2.00	3.00
○ Phantasmal Sphere	1.00	2.00	3.00
○ Pheldagrif	1.50	2.50	4.00
○ Phyrexian Devourer	1.50	2.50	3.50
○ Phyrexian Portal	2.00	3.00	4.00
○ Pillage	1.00	2.50	3.00
○ Ritual of the Machine	1.50	2.50	3.50
○ Rogue Skycaptain	1.50	2.50	3.50
○ Royal Decree	1.00	2.00	3.00
○ Sheltered Valley	1.00	2.00	3.00
○ Sol Grail	1.00	2.00	3.00
○ Soldevi Digger	2.00	3.00	4.00
○ Soldevi Excavations	1.50	2.50	4.00
○ Splintering Wind	1.00	2.00	3.00
○ Storm Cauldron	1.50	2.50	3.50
○ Sustaining Spirit	1.50	2.50	3.50
○ Sworn Defender	1.00	2.00	3.00
○ Thawing Glaciers	4.00	6.00	8.00
○ Thought Lash	1.00	2.00	3.00
○ Tidel Control	1.50	2.50	3.50
○ Tornado	2.00	3.00	4.00
○ Urza's Engine	1.50	2.50	3.50
○ Varchild's War-Riders	1.00	2.00	3.00
○ Wandering Mage	1.50	2.50	3.50
○ Whirling Catapult	.75	1.00	1.50
○ Winter's Night	1.00	2.00	3.00

○ Emberwilde Caliph	2.00	3.00	4.00
○ Emberwilde Djinn	2.00	3.00	4.00
○ Energy Bolt	1.00	2.00	3.00
○ Energy Vortex	2.00	3.00	4.00
○ Enlightened Tutor	1.50	2.50	3.50
○ Ethereal Champion	1.00	2.00	3.00
○ Final Fortune	1.50	2.50	5.00
○ Fire Diamond	.75	1.50	2.00
○ Flash	2.00	3.00	4.00
○ Forbidden Crypt	2.00	3.00	4.00
○ Forsaken Wastes	2.00	3.00	4.00
○ Frenetic Effort	2.00	3.00	4.00
○ Grim Feast	2.00	3.00	4.00
○ Grinning Totem	3.00	4.00	5.50
○ Hakim, Loreweaver	2.00	3.00	4.00
○ Hall of Gamestone	2.00	3.00	4.00
○ Hammer of Bogardan	4.00	6.00	8.00
○ Harbinger of Night	2.00	3.00	4.00
○ Hivis of the Scale	2.00	3.00	4.00
○ Illicit Auction	2.00	3.00	4.00
○ Infernal Contract	2.00	3.00	4.00
○ Jabari's Influence	1.50	2.50	3.50
○ Jungle Patrol	1.50	2.50	3.50
○ Kukemssa Pirates	1.50	2.50	3.50
○ Leering Gargoyle	2.00	3.00	4.00
○ Lion's Eye Diamond	2.00	3.00	4.00
○ Lure of Prey	1.50	2.50	3.50
○ Malignant Growth	2.00	3.00	4.00
○ Mangara's Tome	1.50	2.50	3.50
○ Maro	2.00	3.00	4.00
○ Mindbender Spores	1.00	2.00	3.00
○ Miser's Cage	2.00	3.00	4.00
○ Mist Dragon	3.00	4.00	5.50
○ Natural Balance	2.50	3.50	4.50
○ Null Chamber	2.50	3.50	4.50
○ Paupers' Cage	2.00	3.00	4.00
○ Pearl Dragon	1.50	2.50	3.50
○ Phyrexian Dreadnought	4.50	5.50	8.50
○ Phyrexian Purge	2.00	3.00	4.00
○ Phyrexian Tribute	1.50	2.50	3.50
○ Political Trickery	2.00	3.00	4.00
○ Polymorph	1.50	2.50	3.50
○ Preferred Selection	2.00	3.00	4.00
○ Prismatic Lace	1.00	2.00	3.00
○ Psychic Transfer	2.00	3.00	4.00
○ Purgatory	2.00	3.00	4.00
○ Purraj of Urborg	2.00	3.00	4.00
○ Rashida Scalebane	2.00	3.00	4.00
○ Ravenous Vampire	.75	1.50	2.00
○ Razor Pendulum	1.00	2.00	3.00
○ Reckless Embermage	2.00	3.00	4.00
○ Reflect Damage	2.00	3.00	4.00
○ Reparations	1.50	2.50	3.50
○ Rock Basilisk	2.00	3.00	4.00
○ Sacred Mesa	2.00	3.00	5.00
○ Sawback Maritico	2.00	3.00	4.00
○ Seeds of Innocence	1.00	2.00	3.00
○ Shallow Grave	2.00	3.00	4.00
○ Shauku, Endbringer	1.50	2.50	3.50
○ Shimmer	2.00	3.00	4.00
○ Sider Jabari	1.50	2.50	4.00
○ Sky Diamond	.75	1.50	2.00
○ Soul Echo	1.50	2.50	3.50
○ Spectral Guardian	2.00	3.00	4.00
○ Spirit of the Night	4.50	6.50	8.50
○ Subterranean Spirit	2.00	3.00	4.00
○ Sunweb	1.50	2.50	3.50
○ Tainted Specter	2.00	3.00	4.00
○ Taniwha	2.00	3.00	4.00
○ Teeka's Dragon	4.00	6.00	8.00
○ Tefari's Imp	2.00	3.00	4.00
○ Tefari's Isle	3.00	4.00	5.00
○ Telim Tor	2.00	3.00	4.00
○ Telim Tor's Edict	2.00	3.00	4.00
○ Tombstone Stairwell	2.00	3.00	4.00
○ Torrent of Lava	2.00	3.00	4.00
○ Uktabi Wildcats	1.50	2.50	4.00
○ Unfulfilled Desires	1.50	2.50	3.50
○ Ventifact Bottle	2.00	3.00	4.00
○ Volcanic Dragon	3.00	4.00	6.00
○ Waiting in the Weeds	1.50	2.50	3.50
○ Warring Wurm	2.00	3.00	4.00
○ Wellspring	1.00	2.00	3.00
○ Yare	1.50	2.50	3.50
○ Zirlan of the Claw	3.00	4.00	5.00
○ Zuberi, Golden Feather	3.00	4.00	5.00

## MIRAGE

### WIZARDS OF THE COAST-1996

Full Set (335 cards)	150.00	180.00	210.00
Booster Pack (15 cards)	3.00	4.00	5.00

# MONEY MAKER

## WILD RESEARCH

If this card didn't have enough combo potential before, it certainly does now. Wild Research can cycle tons of cards instantly into your graveyard for later use, much like Attunement. However, instead of drawing cards, you simply get to tutor for the one you need right at any given moment. Someone will break this card, and when they do, it'll be tough to come by. Keep a close eye on it, cause it will bump at least another dollar, probably more. Just don't go too wild with that extra dollar, though—ya never know when you might need it.



○ Sengir Autocrat	1.00	1.50	2.00
○ Serra Avary	1.00	2.00	3.00
○ Soraya the Falconer	1.00	1.50	2.00
○ Timmerian Fiends	1.00	1.50	2.00
○ Truce	.75	1.00	1.50
○ Veldrane of Sengir	.75	1.00	1.50
○ Wall of Kelp	.50	.75	1.00
○ Willow Priestess	1.00	1.50	2.00
○ Winter Sky	.75	1.00	1.50

## ALLIANCES

### WIZARDS OF THE COAST-1996

Full Set (144 cards)	90.00	110.00	150.00
Booster Pack (12 cards)	2.50	3.50	5.00
Booster Box (48 packs)	100.00	110.00	140.00
Unlisted Uncommons	.75	1.00	1.50
Unlisted Commons	.10	.25	.35

○ Ashnod's Cylix	1.50	2.50	3.50
○ Baldurian Horde	3.00	4.00	6.00
○ Baldurian Trading Post	1.00	2.00	3.00
○ Chaos Harlequin	1.50	2.50	4.00
○ Diminishing Returns	1.50	2.50	3.50
○ Dystopia	2.00	3.00	4.00
○ Exile	2.50	3.50	5.00
○ Fatal Lure	3.00	4.00	5.00
○ Floodwater Dam	1.00	2.00	3.00
○ Force of Will	7.00	9.00	11.00
○ Gargantuan Gorilla	1.00	2.00	3.00
○ Guthix's Scepter	2.00	3.00	4.00
○ Heart of Yavimaya	2.00	3.00	4.00
○ Helm of Obedience	3.00	4.00	7.00
○ Ivory Gargoyle	1.50	2.50	4.00
○ Kaysa	2.50	3.50	5.00
○ Keeper of Tresserhorn	2.00	3.00	4.00
○ Kjeldran Outpost	4.00	6.00	8.00
○ Krovikan Horror	2.00	3.00	4.00

Booster Box (36 packs)	85.00	95.00	125.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (12 decks)	90.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

○ Abyssal Hunter	2.00	3.00	4.00
○ Acidic Dagger	2.00	3.00	4.00
○ Afya Grove	1.00	2.00	3.00
○ Amber Prison	1.50	2.50	3.50
○ Amulet of Unmaking	2.00	3.00	4.00
○ Ancestral Memories	1.50	2.50	3.50
○ Ashen Powder	2.00	3.00	4.00
○ Asmira, Holy Avenger	1.50	2.50	3.50
○ Auspicious Ancestor	2.00	3.00	4.00
○ Barreling Attack	1.50	2.50	3.50
○ Bazaar of Wonders	2.00	3.00	



Equipoise	R	1.50	2.50	3.50
Eye of Singularity	R	1.50	2.50	3.50
Femeref Enchantress	R	2.00	3.00	4.00
Firestorm Hellkite	R	2.00	3.00	5.00
Flooded Shoreline	R	1.50	2.50	3.50
Forbidden Ritual	R	1.50	2.50	3.50
Griffin Canyon	R	3.00	4.00	5.00
Guiding Spirit	R	1.50	2.50	3.50
Kaervek's Spite	R	2.00	3.00	4.00
Katabatic Winds	R	1.50	2.50	3.50
Kookus	R	1.50	2.50	3.50
Lichenthrope	R	1.50	2.50	3.50
Lightning Cloud	R	1.50	2.50	3.50
Longbow Archer	U	.75	1.50	2.00
Magma Mine	R	1.50	2.50	3.50
Natural Order	R	3.00	4.00	5.00
Necrosavant	R	1.50	2.50	3.50
Ogre Enforcer	R	1.50	2.50	3.50
Phyrexian Marauder	R	3.00	4.00	5.00
Pillar Tombs of Aku	R	2.00	3.00	4.00
Pygmy Hippo	R	2.00	3.00	4.00
Quirion Druid	R	2.00	3.00	4.00
Rainbow Efreet	R	2.00	3.00	4.00
Relentless Assault	R	2.00	3.00	4.00
Retribution of the Meek	R	1.50	2.50	3.50
Righteous War	R	1.50	2.50	3.50
Rowen	R	2.00	3.00	4.00
Sands of Time	R	2.00	3.00	4.00
Sneak Bait	R	2.50	3.50	4.50
Sundered Resources	R	2.00	3.00	4.00
Suleiman's Legacy	R	1.50	2.50	3.50
Teferi's Puzzle Box	R	3.00	4.00	5.00
Teferi's Realm	R	2.00	3.00	4.00
Three Wishes	R	2.00	3.00	4.00
Tithe	R	3.00	4.00	5.00
Triangle of War	R	1.50	2.50	3.50
Undiscovered Paradise	R	3.00	4.00	5.00
Vampiric Tutor	R	5.00	8.00	10.00
Viaswan Dragon	R	3.00	4.00	5.00
Wand of Denial	R	2.50	3.50	4.50
Zaffrin Crusader	R	2.00	3.00	4.00

## WEATHERLIGHT

### WIZARDS OF THE COAST-1997

Full Set (167 cards)	100.00	115.00	135.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	90.00	100.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Abeyance	R	3.00	4.00	6.00
Abhorth	R	2.00	3.00	4.00
Alabaster Dragon	R	3.00	4.50	6.00
Ancestral Knowledge	R	2.00	3.00	4.00
Avizoa	R	1.50	2.50	3.50
Bone Dancer	R	2.00	3.00	4.00
Bossum Strip	R	2.00	3.00	4.00
Bubble Matrix	R	1.50	2.50	3.50
Buried Alive	U	1.00	2.00	3.00
Call of the Wild	R	2.00	3.00	4.00
Debt of Loyalty	R	2.00	3.00	4.50
Dense Foliage	R	2.50	3.50	4.50
Doomsday	R	2.00	3.00	4.00
Dwarven Thaumaturgist	R	1.50	2.50	3.50
Ertai's Familiar	R	2.00	3.00	4.00
Fervor	R	2.00	3.00	4.00
Firestorm	R	2.00	3.00	4.00
Fungus Elemental	R	2.50	3.50	4.50
Gaea's Blessing	U	1.50	3.00	4.00
Gallowbraid	R	2.00	3.00	4.00
Gemstone Mine	U	1.50	3.00	4.00
Goblin Bomb	R	2.50	3.50	4.50
Heart of Bogardan	R	2.00	3.00	4.00
Heat Stroke	R	2.00	3.00	4.00
Infernal Tribute	R	2.00	3.00	4.00
Inner Sanctum	R	2.00	3.00	4.00
Liege of the Hollows	R	2.00	3.00	4.00
Lotus Vale	R	4.00	5.00	6.00
Mana Veil	R	2.00	3.00	4.00
Maraxus of Keld	R	2.00	3.00	4.00
Morinfen	R	2.00	3.00	4.00
Mwenvul Ooze	R	1.50	2.50	3.50
Nature's Resurgence	R	2.00	3.00	4.00
Hull Rod	R	3.00	4.00	5.00
Paradigm Shift	R	1.50	2.50	3.50
Peacekeeper	R	2.00	3.00	4.00
Pendril Mists	R	2.50	3.50	4.50
Psychic Vortex	R	1.50	2.50	3.50
Scorched Ruins	R	2.00	3.00	4.00
Serenity	R	2.50	3.50	4.50
Southern Paladin	R	2.00	3.00	4.00
Tariff	R	2.50	3.50	4.50
Thran Theme	R	2.00	3.00	4.00
Thundermar	R	3.00	4.00	6.00
Tolarian Entrancer	R	2.00	3.00	4.00
Tolarian Serpent	R	2.00	3.00	4.00
Tranquil Grove	R	1.50	2.50	3.50
Urborg Justice	R	2.00	3.00	4.00
Urborg Stalker	R	2.00	3.00	4.00
Wave of Fear	R	2.00	3.00	4.00
Well of Knowledge	R	2.00	3.00	4.00
Winding Canyon	R	2.00	3.00	4.00
Xanthic Statue	R	2.00	3.00	4.00

## TEMPEST

### WIZARDS OF THE COAST-1997

Full Set (335 cards)	185.00	195.00	210.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	115.00

Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	85.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Altar of Dementia	R	2.00	4.00	5.00
Aluren	R	3.00	5.00	7.00
Apocalypse	R	1.50	2.50	4.50
Aurastog	R	1.50	2.50	3.50
Avening Angel	R	2.50	3.50	5.00
Bellowing Fiend	R	1.50	2.50	3.50
Benthic Behemoth	R	2.00	3.00	4.00
Boil	U	.75	1.50	2.00
Booby Trap	R	2.50	3.50	4.50
Bottle Gnomes	U	.75	1.50	2.00
Bounty Hunter	R	2.00	3.00	4.50
Caldera Lake	R	2.50	3.50	5.00
Canyon Drake	R	2.00	3.00	4.00
Cartonnage	R	2.00	3.00	4.00
Chaotic Goo	R	2.00	3.00	4.00
Coffin Queen	R	3.00	4.00	5.00
Cold Storage	R	1.50	2.50	3.50
Comm. Breach	R	3.00	4.00	5.00
Corpsa Dance	R	2.00	3.00	4.50
Crazed Armodon	R	1.50	2.50	3.50
Cursed Scroll	R	9.00	14.00	17.00
Deadshot	R	2.00	3.00	4.00
Death Pits of Rath	R	2.50	3.50	4.50
Dirtworm Wurm	R	3.00	4.00	5.00
Dracoplasm	R	2.00	3.00	4.00
Dregs of Sorrow	R	2.00	3.00	4.00
Duplicity	R	2.00	3.00	4.00
Earthcraft	R	2.00	3.00	4.00
Echo Chamber	R	2.00	3.00	4.00
Eladamri, Lord of Leaves	R	3.00	4.00	5.00
Eladamri's Vineyard	R	3.00	4.00	6.00
Elven Warhounds	R	1.50	2.50	3.50
Emerald Medallion	R	2.50	3.50	4.50

Overrun	U	1.50	2.50	3.50
Palladium	R	1.50	2.50	3.50
Pearl Medallion	R	2.00	3.00	4.00
Pegasus Refuge	R	1.50	2.50	3.50
Phyrexian Grimoire	R	1.50	2.50	3.50
Pine Barrens	R	2.50	3.50	5.50
Recognition	R	1.50	2.50	3.50
Rathi Dragon	R	3.00	4.00	6.00
Recycle	R	2.00	3.00	4.00
Reflecting Pool	R	5.00	6.00	8.00
Root Maze	R	1.50	2.50	3.50
Rootwater Matriarch	R	1.50	2.50	4.00
Rootwater Shaman	R	1.50	2.50	3.50
Ruby Medallion	R	2.00	3.00	4.00
Sacred Guide	R	1.50	2.50	3.50
Safeguard	R	1.50	2.50	3.50
Salt Flats	R	2.50	3.50	5.00
Sapphire Medallion	R	3.00	4.00	5.00
Sarcophagus	R	2.50	3.50	4.50
Scabland	R	2.50	3.50	5.00
Scalding Tongs	R	1.50	2.50	3.50
Scorched Earth	R	2.00	3.00	4.00
Scorch Rock	R	3.00	4.00	5.00
Selenia, Dark Angel	R	2.50	3.50	4.50
Shocker	R	2.00	3.00	4.00
Skyshroud Forest	R	2.50	3.50	5.00
Solitary Emissary	R	1.50	2.50	3.50
Solitary Guerrillas	R	1.50	2.50	3.50
Spirit Mirror	R	1.50	2.50	3.50
Starke of Rath	R	1.50	2.50	3.50
Static Orb	R	4.00	6.00	8.00
Thumbscrews	R	1.50	2.50	3.50
Time Warp	R	4.00	6.00	10.00
Tooth and Claw	R	1.50	2.50	3.50
Torture Chamber	R	1.50	2.50	3.50
Tradedriver Rider	R	5.00	7.00	9.00
Unstable Shapeshifter	R	2.00	3.00	4.50
Verdant Force	R	7.00	10.00	12.00

Pitcullis	R	1.50	2.50	4.00
Pursuit of Knowledge	R	2.00	3.00	4.00
Reins of Power	R	1.50	2.50	3.50
Revenant	R	2.00	3.00	4.00
Rolling Stones	R	2.00	3.00	4.00
Ruin	R	2.00	3.00	4.00
Sacred Ground	R	2.00	3.00	4.00
Shaman-en-Kor	R	1.50	2.50	3.50
Shard Phoenix	R	3.00	4.00	5.00
Silver Wyvern	R	1.50	2.50	4.00
Skeleton Scavengers	R	1.50	2.50	3.50
Silver Queen	R	8.00	14.00	18.00
Soltari Champion	R	2.00	3.00	4.00
Spike Breeder	R	2.00	3.00	4.00
Spying Hydra	R	1.50	2.50	3.50
Stranglehold Assassin	R	2.00	3.00	4.00
Sword of the Chosen	R	2.00	3.00	4.00
Thalakos Deceiver	R	2.00	3.00	4.00
Verdant Touch	R	1.50	2.50	3.50
Volrath's Gardens	R	1.50	2.50	3.50
Volrath's Laboratory	R	2.00	3.00	4.00
Volrath's Shapeshifter	R	1.50	2.50	3.50
Volrath's Stronghold	R	2.50	3.50	5.00
Wall of Blossoms	U	.75	1.50	2.00
Warrior Angel	R	3.00	4.00	5.00

## EXODUS

### WIZARDS OF THE COAST-1998

Full Set (143 cards)	115.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	100.00
Starter Box (12 decks)	85.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Cataclysm	R	3.00	4.00	5.00
City of Traitors	R	2.00	3.00	4.00
Coat of Arms	R	8.00	12.00	16.00
Convascescence	R	1.50	2.50	3.50
Dominating Light	R	3.00	4.00	5.00
Entropic Specter	R	1.50	2.50	4.00
Ephemeron	R	2.00	3.00	4.00
Equilibrium	R	2.50	3.50	4.50
Erratic Portal	R	2.00	3.00	4.00
Ertai, Wizard Adept	R	3.00	4.00	7.00
Exalted Dragon	R	2.00	3.00	4.00
Fighting Chance	R	1.50	2.50	3.50
Forbidden	U	1.00	1.50	1.50
Hatred	R	3.00	4.00	6.00
Limited Resources	R	2.00	3.00	4.00
Manabond	R	2.50	3.50	4.50
Memory Crystal	R	2.00	3.00	4.00
Mind Over Matter	R	1.50	2.50	3.50
Mindless Automaton	R	1.50	2.50	4.00
Miri, Cat Warrior	R	2.00	4.00	5.00
Monstrous Hound	R	2.00	3.00	4.00
Mul Brooch	R	2.00	3.00	4.00
Bath of Bronds	R	4.00	5.00	6.00
Bath of Ghouls	R	1.50	2.50	3.50
Bath of Lies	R	1.50	2.50	3.50
Bath of Mages	R	1.50	2.50	3.50
Bath of Scholars	R	1.50	2.50	3.50
Ogre Shaman	R	1.50	2.50	3.50
Paladin en-Vec	R	3.00	4.00	6.00
Pandemonium	R	4.00	5.00	6.00
Pit Spawn	R	3.00	4.00	5.00
Plaguebearer	R	2.00	3.00	4.00
Ravenous Baboons	R	1.50	2.50	3.50
Recurring Nightmare	R	3.50	5.00	8.00
Seismic Assault	R	3.00	4.00	5.00
Skyshroud War Beast	R	2.00	3.00	4.00
Sphere of Resistance	R	2.00	3.00	5.00
Spike Hatchet	R	1.50	2.50	4.00
Spike Weaver	R	3.00	4.00	5.00
Survival of the Fittest	R	3.00	4.00	6.00
Thalakos Drifters	R	1.50	2.50	4.00
Thopter Squadron	R	1.50	2.50	3.50
Volrath's Dungeon	R	1.50	2.50	3.50
Wall of Nets	R	1.50	2.50	3.50
Workhorse	R	1.50	2.50	3.50

## STRANGE BREW

### CHECKOUT, AISLE 9

In another episode of our "What Were They Thinking?" series, we come up with **Shadowrun's Shopping Cart Lady**. The zombie-like image is cool. The card ability is entertaining, if not practical. The title? For cryin' out loud! Who'd be caught dead playing with **Shopping Cart Lady**? They could have called her **Undead Weapons Dealer** or **Skeletal Scavenger**, but no...they had



# MAGIC

## The Gathering®

# Price Guide

● Citanul Flute	R	1.50	2.50	4.00
● Citanul Hierophants	R	1.50	2.50	4.00
● Contamination	R	1.50	2.50	4.00
● Copper Gnomes	R	1.50	2.50	3.50
● Crater Hellion	R	2.00	3.00	5.00
● Dark Hatchling	R	1.50	2.50	4.00
● Darkest Hour	R	1.50	2.50	4.00
● Discordant Dirge	R	1.50	2.50	3.50
● Drifting Djinn	R	2.00	3.00	4.00
● Eastern Paladin	R	2.00	3.00	4.50
● Electryte	R	1.50	2.50	4.00
● Elite Archers	R	1.50	2.50	4.00
● Endless Wurm	R	2.50	4.00	5.00
● Energy Field	R	3.00	4.00	5.00
● Exploration	R	2.00	3.00	4.00
● Faith Healer	R	1.50	2.50	4.00
● Fault Line	R	1.50	2.50	4.00
● Fluctuator	R	2.00	3.00	4.00
● Gaea's Cradle	R	6.00	11.00	16.00
● Gaea's Embrace	U	1.00	2.00	2.50
● Gamble	R	2.50	3.50	4.50
● Gilded Drake	R	1.50	2.50	4.00
● Glorious Anthem	R	3.00	5.00	8.00
● Grafted Skullcap	R	2.00	3.00	4.00
● Great Whale	R	2.00	3.00	4.50
● Greater Good	R	1.50	2.50	4.00
● Greener Pastures	R	1.50	2.50	4.00
● Herald of Serra	R	3.00	4.00	5.00
● Hidden Herd	R	1.50	2.50	3.50
● Hidden Predators	R	1.50	2.50	3.50
● Hidden Stag	R	1.50	2.50	3.50
● Ill-Gotten Gains	R	1.50	2.50	3.50
● Imaginary Pet	R	1.50	2.50	3.50
● Intrepid Hero	R	2.00	3.00	4.00
● Karn, Silver Golem	R	2.50	4.00	5.00
● Lifeline	R	3.00	5.00	7.00
● Lightning Dragon	R	4.00	6.00	8.00
● Lotus Blossom	R	3.00	4.00	5.00
● Lurking Evil	R	1.50	2.50	3.50
● Metronome	R	1.50	2.50	3.50
● Midsummer Revel	R	1.50	2.50	3.50
● Mishra's Helix	R	3.00	4.00	5.00
● Morphing	R	9.00	12.00	17.00
● Neotic Scales	R	1.50	2.50	4.00
● Okk	R	1.50	2.50	3.50
● Opal Archangel	R	3.00	4.00	5.00
● Opal Titan	R	1.50	2.50	4.00
● Oppression	R	1.50	2.50	4.00
● Pariah	R	3.00	4.00	5.00
● Persecute	R	3.00	4.00	5.00
● Phyrexian Colossus	R	3.00	4.00	5.00
● Phyrexian Processor	R	4.50	6.00	8.00
● Phyrexian Tower	R	2.00	3.00	4.00
● Planar Birth	R	2.00	3.00	4.00
● Purging Scythe	R	1.50	2.50	4.00
● Recantation	R	1.50	2.50	3.50
● Remembrance	R	2.00	3.00	4.00
● Reprocess	R	1.50	2.50	4.00
● Rumbling Crescendo	R	1.50	2.50	4.00
● Rune of Port Lands	R	1.50	2.50	3.50
● Scona Wurm	R	1.50	2.50	4.00
● Serra Avatar	R	9.00	14.00	17.00
● Serra's Embrace	U	1.00	1.50	2.50
● Serra's Liturgy	R	1.50	2.50	3.50
● Serra's Sanctum	R	3.00	4.00	5.00
● Shivan Gorge	R	2.00	3.00	4.00
● Shivan Hellkite	R	4.00	5.00	6.00
● Show and Tell	R	1.50	2.50	4.00
● Sleeper Agent	R	1.50	2.50	3.50
● Sneak Attack	R	2.00	3.00	4.00
● Sneak Attack	R	5.00	7.00	8.00
● Sonnoophore	R	2.00	3.00	4.00
● Soul Sculptor	R	1.50	2.50	4.00
● Sporogenesis	R	1.50	2.50	4.00
● Stroke of Genius	R	4.00	5.00	7.00
● Sulfuric Vapors	R	1.50	2.50	4.00
● Sunder	R	2.00	3.00	4.50
● Tainted Ether	R	1.50	2.50	4.00
● Temporal Aperture	R	2.00	3.00	4.50
● Thran Quarry	R	3.00	4.00	7.00
● Time Spiral	R	3.00	4.00	5.00
● Tolarian Academy	R	5.00	7.00	8.00
● Umbilicus	R	1.50	2.50	4.00
● Velud	R	1.50	2.50	3.50
● Veiled Crocodile	R	1.50	2.50	3.50
● Vernal Bloom	R	3.00	4.00	5.00
● Viasino Sandwimmer	R	1.50	2.50	4.00
● Volhaic Key	U	1.50	3.00	5.00
● Western Paladin	R	2.00	3.00	4.00
● Whelstone	R	1.50	2.50	3.50
● Whirlwind	R	1.50	2.50	3.50
● Wildfire	R	3.00	4.00	5.00

● With Engine	R	1.50	2.50	3.50
○ Worship	R	4.00	5.00	8.00
● Yawmoth's Will	R	3.00	4.00	6.00
● Zephid	R	1.50	2.50	4.00

### URZA'S LEGACY

Full Set (143 cards)	115.00	130.00	140.00
Booster Pack (15 cards)	2.50	3.50	4.00
Booster Box (36 packs)	90.00	105.00	120.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	50	75	100
Unlisted Commons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

○ Radiant, Archangel (Foil)	R	20.00	25.00	30.00
● Ring of Gix	R	3.00	4.00	5.50
● Rivalry	R	1.50	2.50	4.00
● Scrapheap	R	1.50	2.50	4.00
● Second Chance	R	2.00	3.00	5.00
● Shivan Phoenix	R	2.50	3.50	4.50
● Subversion	R	2.00	3.00	4.00
● Thran Lens	R	2.00	3.00	5.00
● Thran Weaponry	R	1.50	2.50	3.50
● Tinker	U	75	150	200
● Treetop Village	U	1.00	1.50	2.00
● Urza's Blueprints	R	2.00	3.00	4.00
● Weatherseed Treefolk	R	3.00	4.00	5.00
● Wheel of Torture	R	1.50	2.50	4.00

### URZA'S DESTINY

Full Set (350 cards)	115.00	120.00	135.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	85.00	95.00	110.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	50	75	100
Unlisted Commons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

○ Academy Rector	R	2.50	3.50	5.00
● Ancient Silverback	R	2.50	3.50	5.00
● Apprentice Necromancer	R	1.50	2.50	3.50
● Aura Thief	R	1.50	2.50	4.00
● Blizzards Elemental	R	2.00	3.00	4.00
● Bloodshot Cyclops	R	1.50	2.50	3.50
● Body Snatcher	R	1.50	2.50	4.00

### MERCADIAN MASQUES

WIZARDS OF THE COAST 1999

Full Set (350 cards)	200.00	225.00	250.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	50	75	100
Unlisted Commons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Aerial Caravan	R	1.00	2.00	3.00
○ Armistice	R	1.00	2.00	3.00
○ Assembly Hall	R	1.00	2.00	3.00
○ Bargaining Table	R	2.00	3.00	4.00
● Battle Squadron	R	1.50	2.50	4.00
● Bifurcate	R	1.50	2.50	4.00
● Black Market	R	1.50	2.50	3.50
● Blood Hound	R	1.00	2.00	3.00
● Blood Oath	R	2.00	3.00	4.00
● Brawl	R	1.00	2.00	3.50
● Bribery	R	3.00	5.00	7.00
● Caller of the Hunt	R	2.00	3.00	4.00
● Caters Overlord	R	2.50	3.50	5.00
● Caters Slave	R	2.00	3.00	4.00
● Cave-In	R	3.00	4.00	5.00
● Charisma	R	3.00	4.00	5.00
○ Cho-Arrim Alchemist	R	1.50	2.50	4.00
○ Cho-Arrim Bruiser	R	1.50	2.50	4.00
○ Cho-Manno, Revolt	R	3.00	4.00	5.00
● Clear the Land	R	2.50	3.50	4.50
● Collective Unconscious	R	2.50	3.50	4.50
○ Common Cause	R	1.50	2.50	3.50
● Conspiracy	R	2.50	3.50	4.50
○ Cornered Market	R	1.50	2.50	4.00
● Corrupt Official	R	1.50	2.50	4.00
○ Cowardice	R	2.00	3.00	4.00
○ Crackdown	R	2.50	3.50	4.50
○ Crag Saurian	R	1.00	2.00	3.00
● Crooked Scales	R	1.50	2.50	3.50
○ Crumbling Sanctuary	R	1.50	2.50	4.00
● Dawnstrider	R	2.00	3.00	4.50
● Deepwood Elder	R	1.50	2.50	4.00
● Delraich	R	3.00	4.00	5.00
● Distorting Lens	R	2.50	3.50	4.50
● Dust Bowl	R	3.00	4.00	6.00
● Embargo	R	1.50	2.50	3.50
● Erithizon	R	1.00	2.00	3.50
● Extortion	R	1.00	2.00	3.00
● Extravagant Spirit	R	1.00	2.00	3.50
● Eye of Ramos	R	2.50	3.50	4.50
● Failing Manticores	R	1.50	2.50	3.50
● Food Chain	R	1.50	2.50	3.50
● Forced March	R	2.00	3.00	4.50
● Foster	R	1.00	2.00	3.50
○ Fountain Watch	R	2.50	3.50	4.50
● Game Preserve	R	1.00	2.00	3.00
● General's Regalia	R	1.00	2.00	3.00
● Haunted Crossroads (Foil)	U	4.00	6.00	8.00

## UP YOUR SLEEVE

### BIBLIO-TECH-A

With all of *Odyssey's* cheap and easy ways to discard cards, you'll often want to control where the trashed cards go should you need to use them later. Cyclers like Cephalid Coliseum, Careful Study, Cephalid Looter and Cephalid Broker can now split their discards between the library and graveyard. And if you play a Thought Devourer or its ilk, you can negate its disadvantage by slapping down a Library afterwards. And hey, it's a heckuva lot better than that silly Spellbook.

Skip the discard phase of your turn. If a spell or effect forces you to discard, you may discard to the top of your library rather than to your graveyard. If the discard is random, you may look at the card before choosing where to discard it.

—Mike, Darned Goblin

● Anthroplasm	R	1.50	2.50	3.50
● Archivist	R	2.00	3.00	4.00
● Avalanche Riders	U	1.00	2.00	3.00
● Beast of Burden	R	2.00	3.00	4.00
● Blessed Reversal	R	1.50	2.50	3.50
● Brink of Madness	R	1.50	2.50	3.50
● Crawspace	R	2.50	3.50	4.50
● Damping Engine	R	1.50	2.50	3.50
● Defense Grid	R	3.00	4.00	5.00
● Defense of the Heart	R	3.00	4.00	5.00
● Delusions of Mediocrity	R	2.00	3.00	4.00
● Deranged Hermit	R	3.00	5.00	8.00
● Deranged Hermit (Foil)	R	12.00	15.00	18.00
● Eviscerator	R	1.50	2.50	4.00
● Fleeting Image	R	1.50	2.50	4.00
● Goblin Welder	R	1.50	2.50	4.00
● Grim Monolith	R	4.00	4.50	6.00
● Hidden Gibbons	R	1.50	2.50	4.00
● Impending Disaster	R	1.50	2.50	4.00
● Iron Maiden	R	2.00	3.00	4.00
● Karmic Guide	R	2.00	3.00	4.00
● Lurking Skirge	R	1.50	2.50	3.50
● Memory Jar	R	2.00	3.00	4.00
● Night of Oaks	R	4.00	5.00	6.00
● Night of Oaks (Foil)	R	13.00	16.00	18.00
● Molten Hydra	R	1.50	2.50	3.50
● Mother of Runes	U	1.00	2.00	2.50
● Mother of Runes (Foil)	U	5.00	7.00	8.00
● Muttani, Mono-Sorcerer	R	3.00	4.00	6.00
● No Mercy	R	3.00	4.00	5.00
○ Opal Avenger	R	1.50	2.50	3.50
● Palinchron	R	3.00	4.00	5.00
● Phyrexian Plaguelord	R	2.00	3.00	4.50
○ Planar Collapse	R	1.50	2.50	4.00
○ Purify	R	1.50	2.50	3.50
● Pyromancy	R	1.50	2.50	4.00
● Quicksilver Amulet	R	3.00	4.00	5.00
○ Radiant, Archangel	R	4.00	6.00	7.00

● Heart of Rames	R	4.00	6.00	8.00
● High Market	R	1.50	2.50	4.00
● Honor the Fallen	R	3.00	4.00	5.00
● Horn of Plenty	R	1.50	2.50	4.00
● Horn of Plenty	R	1.00	2.00	3.00
● Horn of Rames	R	1.00	2.00	3.00
● Instigator	R	2.00	3.00	5.00
● Ivory Mask	R	2.00	3.00	5.00
● Jhovall Touch	R	3.00	4.00	5.00
● Kam's Touch	R	1.00	2.00	3.00
● Kyren Archive	R	1.00	2.00	3.00
● Kyren Toy	R	1.50	2.50	3.50
● Lava Runner	R	2.00	3.00	4.00
● Liability	R	1.00	2.00	3.00
● Lithophage	R	1.00	2.00	3.50
● Magistrate's Scepter	R	2.50	3.50	5.00
● Megatherium	R	1.50	2.50	4.00
● Mercadian Atlas	R	1.50	2.50	3.50
● Mercadian Lift	R	1.00	2.00	3.00
● Midnight Ritual	R	1.00	2.00	3.00
● Misdirection	R	5.00	6.00	8.00
● Misdirection (Foil)	R	12.00	16.00	20.00
● Monkey Cage	R	1.50	2.50	3.50
● Natural Affinity	R	1.50	2.50	4.00
● Nether Spirit	R	3.00	5.00	7.00
● Nether Spirit (Foil)	R	12.00	15.00	18.00
● Notorious Assassin	R	1.50	2.50	4.00
● Overlaker	R	1.50	2.50	4.00
● Pangosaur	R	1.00	2.00	3.00
● Power Matrix	R	3.00	4.00	5.00
● Pulverize	R	1.00	2.00	3.50
● Puppet's Verdict	R	1.00	2.00	3.00
● Ramesian Sky Marshal	R	2.50	3.50	4.50
● Rappelling Scouts	R	1.50	2.50	4.00
● Reverent Ramen	R	3.00	4.00	5.00
● Rishadan Brigand	R	1.50	2.50	3.50
● Rishadan Pawnshop	R	1.50	2.50	4.00
● Rishadan Prowler	R	8.00	14.00	20.00
● Rishadan Port (Foil)	R	36.00	45.00	60.00
● Rushwood Elemental	R	3.00	4.00	6.00



● Sand Squid	R	1.00	2.00	3.00
● Saprazzan Bailiff	R	1.00	2.00	3.00
● Saprazzan Heir	R	1.50	2.50	4.00
○ Security Detail	R	1.00	2.00	3.00
● Seismic Mage	R	2.00	3.00	4.50
● Silent Assassin	R	1.50	2.50	4.00
● Skull of Ramos	R	1.50	2.50	4.00
○ Spiritual Focus	R	1.00	2.00	3.00
● Spontaneous Generation	R	2.50	3.50	4.50
● Squire, Goblin Nabob	R	4.00	7.00	10.00
● Squire, Goblin Nabob (Foil)	R	14.00	18.00	22.00
● Squeeze	R	1.00	2.00	3.00
● Statecraft	R	1.00	2.00	3.50
● Tectonic Break	R	3.00	4.00	5.00
● Territorial Dispute	R	2.00	3.00	4.00
● Thieves' Auction	R	1.50	2.50	4.00
● Thrashing Wumpus	R	3.00	4.00	6.00
● Tidal Kraken	R	3.00	4.00	5.00
● Tooth of Ramos	R	2.50	3.50	4.50
● Tower of the Magistrate	R	1.50	2.50	4.00
● Trade Routes	R	3.00	4.00	5.00
● Two-headed Dragon	R	5.00	7.00	10.00
● Two-headed Dragon (Foil)	R	18.00	24.00	30.00
● Umask	R	3.00	4.00	5.00
● Unnatural Hunger	R	1.00	2.00	3.50
● Vernal Equinox	R	1.50	2.50	4.00
● Vine Dryad	R	3.00	4.00	5.00
● Wave of Reckoning	R	2.00	3.00	4.00
● Worry Beads	R	1.00	2.00	3.50

## NEMESIS

### WIZARDS OF THE COAST-2000

Full Set (143 cards)	120.00	130.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Commons	50	75	100
Unlisted FOIL Uncommons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Aether Barrier	R	2.00	3.00	4.00
● Ascendant Evincar	R	3.00	4.00	5.00
○ Wenger on-Dal	R	1.50	2.50	4.00
● Belbe's Portal	R	3.00	4.00	5.00
● Blastoderm (Foil)	C	4.00	7.00	10.00
● Blinding Angel	R	4.00	6.00	8.00
● Blinding Angel (Foil)	R	15.00	22.00	27.00
● Complex Automaton	R	1.00	2.00	3.50
● Death Pit Offering	R	3.00	4.00	5.00
● Divining Witch	R	2.00	3.00	4.00
● Eye of Yawgmooth	R	1.50	2.50	4.00
● Flowstone Overseer	R	2.00	3.00	5.00
● Flowstone Slide	R	2.00	3.00	4.00
● Kith Switch	R	2.00	3.00	4.00
● Kor Haven	R	3.00	4.00	5.00
● Lacedith Titan	R	2.00	3.00	4.00
● Lin Sivvi, Defiant Hero	R	3.00	4.00	6.00
● Lin Sivvi, Defiant Hero (Foil)	R	14.00	18.00	26.00

● Mana Cache	R	1.50	2.50	3.50
● Moggcatcher	R	2.50	3.50	4.50
● Murlocous Betrayal	R	1.50	2.50	3.50
● Oracle's Attendants	R	1.50	2.50	3.50
● Overlaid Terrain	R	2.00	3.00	4.00
● Pack Hunt	R	2.50	3.50	4.50
● Pale Moon	R	2.00	3.00	4.00
● Parallax Inhibitor	R	1.50	2.50	3.50
● Parallax Nexus	R	1.50	2.50	3.50
● Parallax Tide	R	2.00	3.00	4.00
● Parallax Wave	R	3.00	4.00	6.00
● Parallax Wave (Foil)	R	10.00	15.00	20.00
● Predator, Flagship	R	3.00	4.00	5.00
● Rath's Edge	R	1.50	2.50	3.50
● Rath's Assassin	R	2.50	3.50	4.50
● Rhox	R	2.00	3.00	5.00
● Rising Waters	R	3.00	4.00	5.00
● Rootwater Thief	R	4.00	5.00	6.00
● Saproling Burst	R	3.00	5.00	8.00
● Saproling Burst (Foil)	R	15.00	19.00	24.00
● Saproling Cluster	R	1.50	2.50	4.00
● Seahunter	R	2.00	3.00	4.00
● Shrieking Mogg	R	1.50	2.50	4.00
● Sivvi's Valor	R	1.00	2.00	3.00
● Skyshroud Behemoth	R	3.00	4.00	5.00
● Skyshroud Poachers	R	1.00	2.00	4.00
● Sliphude Serpent	R	1.00	2.00	3.00
● Spiritual Asylum	R	2.00	3.00	4.00
● Stronghold Gambit	R	2.00	3.00	4.00
● Tangle Wire	R	3.00	4.00	7.00
● Tangle Wire (Foil)	R	7.00	11.00	18.00
● Volrath the Fallen	R	3.00	4.00	5.00

## PROPHECY

### WIZARDS OF THE COAST-2000

Full Set (143 cards)	120.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Unlisted Commons	50	75	100
Unlisted Commons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Alexi, Zephyr Mage	R	2.00	3.00	4.00
● Avatar of Fury	R	3.00	5.00	8.00
● Avatar of Hope	R	3.00	4.00	7.00
● Avatar of Might	R	3.00	4.00	7.00
● Avatar of Will	R	3.00	4.00	6.00
● Avatar of Woe	R	5.00	8.00	11.00
● Avatar of Woe (Foil)	R	12.00	17.00	20.00
○ Blessed Wind	R	2.00	3.00	4.00
● Bag Elemental	R	1.00	2.00	3.50
○ Celestial Convergence	R	2.00	3.00	4.00
● Chimeric Idol	R	2.00	4.00	5.00
● Chimeric Idol (Foil)	R	5.00	7.00	10.00
● Coffin Puppets	R	1.50	2.50	4.00
● Copper-Leaf Angel	R	2.50	3.50	4.50
● Denying Wind	R	2.50	4.00	5.00
● Dual Nature	R	2.00	3.00	4.00
● Elephant Resurgence	R	1.00	2.00	3.50
● Fickle Elfreet	R	1.50	2.50	4.00
● Forgotten Harvest	R	1.00	2.00	3.50
● Greet, Mind Raker	R	2.00	3.00	4.00
● Heightened Awareness	R	1.00	2.00	3.50
● Infernal Genesis	R	1.00	2.00	3.50
● Jeweled Spirit	R	1.50	2.50	4.00
● Jhrael, Empress of Beasts	R	2.50	3.50	4.50
● Keldon Battlewagon	R	1.00	2.00	3.00
● Keldon Firebombers	R	1.50	2.50	3.50
● Latulla, Keldon Overseer	R	2.00	3.00	4.00
○ Mageta the Lion	R	3.00	4.00	5.00
○ Mageta the Lion (Foil)	R	10.00	15.00	18.00
○ Mercenary Informer	R	1.50	2.50	4.00
● Mungha Wurm	R	2.00	3.00	4.00
● Overburden	R	2.00	3.00	4.00
● Plague Wind	R	3.00	4.00	6.00
● Psychic Theft	R	1.00	2.00	3.50
● Rebel Informer	R	1.50	2.50	3.50
● Rhyetic Tutor	R	2.50	3.50	5.00
○ Samite Sanctuary	R	1.00	2.00	3.50

● Blazing Specter (Foil)	R	14.00	18.00	25.00
● Blind Seer	R	1.50	2.50	3.50
● Blurred Mongoose	R	4.00	6.00	8.00
● Breaking Wave	R	1.00	2.00	3.00
● Callous Giant	R	1.50	2.50	4.00
● Captain Sisay	R	2.50	3.50	4.50
● Coalition Victory	R	2.50	3.50	4.50
● Coastal Tower	R	1.00	2.00	3.00
● Coastal Tower (Foil)	R	7.00	9.00	11.00
● Collapsing Borders	R	1.00	2.00	3.00
● Collective Restraint	R	3.00	4.00	6.00
● Cross, the Purger	R	3.00	5.00	6.00
● Cross, the Purger (Foil)	R	16.00	20.00	24.00
○ Crusading Knight	R	2.00	3.00	4.50
● Crypt Angel	R	3.00	4.00	5.00
● Crystal Spray	R	1.50	2.50	3.50
● Dargaz, the Igniter	R	3.00	5.00	9.00
● Dargaz, the Igniter (Foil)	R	14.00	19.00	26.00
○ Death or Glory	R	1.50	2.50	4.00
● Desperate Research	R	1.50	2.50	3.50
● Devouring Strassus	R	3.00	4.00	5.00
● Disturbing Wake	R	1.50	2.50	4.00
○ Divine Presence	R	1.50	2.50	3.50
● Do or Die	R	2.00	3.00	5.00
● Dromar, the Banisher	R	3.00	5.00	7.00
● Dromar, the Banisher (Foil)	R	14.00	17.00	20.00
● Dueling Grounds	R	2.00	3.00	4.00
● Elfame Palace	R	7.50	1.50	2.00
● Elfame Palace (Foil)	R	4.00	6.00	8.00
● Elvish Champion	R	3.00	4.00	6.00
● Empress Galina	R	1.50	2.50	4.00
● Fact or Fiction	R	1.50	2.50	3.50
● Fact or Fiction (Foil)	R	8.00	10.00	12.00
○ Flight or Flight	R	1.00	2.00	3.00
● Fires of Yavimaya	R	1.50	2.50	3.00
● Fires of Yavimaya (Foil)	R	6.00	7.00	9.00
● Ghitu Fire	R	4.00	5.00	6.00
○ Global Ruin	R	1.50	2.50	3.50

○ Rout	R	4.00	6.00	8.00
○ Rout (Foil)	R	10.00	15.00	20.00
● Ruby Leech	R	1.00	2.00	3.00
● Sabertooth Nishaba	R	2.00	3.00	5.00
● Salt Marsh	R	7.50	1.50	2.00
● Salt Marsh (Foil)	R	7.00	9.00	12.00
● Sapphire Leech	R	1.00	2.00	3.00
● Saproling Infestation	R	1.50	3.00	4.00
● Saproling Symbiosis	R	2.50	4.00	5.00
● Shivan Oasis	R	7.50	1.50	2.00
● Shivan Oasis (Foil)	R	4.00	6.00	8.00
● Skizick	R	5.00	8.00	11.00
● Skizick (Foil)	R	20.00	25.00	30.00
● Spinal Embrace	R	1.50	2.50	4.00
● Spirit of Resistance	R	1.50	2.50	4.00
● Spreading Plague	R	1.50	2.50	4.00
● Stalking Assassin	R	1.50	2.50	4.00
● Stand or Fall	R	1.50	2.50	4.00
● Stormscape Master	R	1.50	2.50	4.00
● Sunscape Master	R	1.50	2.50	4.00
● Tectonic Instability	R	1.50	2.50	3.50
● Teferi's Moat	R	3.00	4.00	5.00
● Teferi's Moat (Foil)	R	10.00	13.00	17.00
● Teferi's Response	R	2.00	3.00	5.00
● Tek	R	2.00	3.00	5.00
● Temporal Distortion	R	1.50	2.50	4.00
● Thicket Elemental	R	1.50	2.50	4.00
● Thornscape Master	R	1.50	2.50	4.50
● Thunderscape Master	R	2.00	3.00	4.00
● Treva, the Renewer	R	3.00	4.50	6.00
● Treva, the Renewer (Foil)	R	12.00	16.00	20.00

● Tisabo Tavoc	R	2.00	3.00	6.00
● Tisabo's Assassin	R	1.50	2.50	4.50
● Tisabo's Decree	R	2.00	3.00	5.00
● Tisabo's Web	R	2.00	3.00	5.00
● Twilight's Call	R	1.50	2.50	4.00
● Undermine	R	9.00	13.00	18.00
● Undermine (Foil)	R	30.00	40.00	48.00
● Urborg Volcano	R	7.50	1.50	2.00
● Urborg Volcano (Foil)	R	4.00	6.00	9.00
● Urza's Filter	R	1.50	2.50	4.00
● Urza's Rage	R	9.00	14.00	17.00
● Urza's Rage (Foil)	R	30.00	42.00	50.00
● Utopia Tree	R	5.00	7.00	10.00
● Utopia Tree (Foil)	R	16.00	18.00	25.00
● Verdantloft the Ancient	R	3.00	4.00	6.00
● Vile Consumption	R	1.50	2.50	4.00
● Void	R	3.00	5.00	8.00
● Void (Foil)	R	6.00	9.00	16.00
● Wash Out	R	1.00	2.00	3.00
● Wash Out (Foil)	R	8.00	9.00	10.00
● Well-Laid Plans	R	1.00	2.00	3.00
● Winnow	R	1.50	2.50	4.00
● Yawgmooth's Agenda	R	3.00	4.00	5.00

## PLANESHIFT

### WIZARDS OF THE COAST-2001

Full Set (143 cards)	110.00	120.00	130.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	85.00	110.00
Unlisted Commons	50	75	100
Unlisted Commons	10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Ancient Spider	R	1.50	2.50	3.50
Cloud Cover	R	1.50	2.50	3.50
Dark Suspicions	R	2.00	3.00	4.00
Deadpilot	R	2.00	3.00	4.00
Destructive Flow	R	1.00	2.00	3.00
Diabolic Intent	R	3.00	4.00	5.00
Dominaria's Judgment	R	1.50	2.50	3.50
Doomsday Specter	R	3.00	5.00	8.00
Doomsday Specter (Foil)	R	10.00	16.00	20.00
Draco	R	3.00	5.00	6.00
Drainu's Crusade	R	2.50	3.50	4.50
Drainu's Pet	R	2.50	3.50	4.50
Eldrazi's Call	R	2.50	3.50	4.50
Ertai, the Corrupted	R	2.00	3.00	5.00
Foreseen Omen	R	1.50	2.50	3.50
Geae's Herald	R	2.50	3.50	4.50
Goblin Game	R	1.50	2.50	3.50
Keldon Twilight	R	2.00	3.00	4.00
Land of the Undeard	R	3.00	5.00	8.00
Magnifico Treelork	R	1.50	2.50	4.00
Marsh of Souls	R	1.00	2.00	3.00
Meditating Mage	R	5.00	7.00	10.00
Meditating Mage (Foil)	R	20.00	24.00	30.00
Meteor Crater	R	2.00	3.00	4.00
Mage Sentry	R	1.50	2.50	3.50
Natural Emergence	R	2.00	3.00	4.00
Nemata, Gate Guardian	R	3.00	4.00	6.00
Orim's Chant	R	6.00	8.00	10.00
Orim's Chant (Foil)	R	18.00	25.00	30.00
Phryxian Scout	R	7.00	9.00	14.00
Phryxian Scout (Foil)	R	25.00	30.00	38.00
Phryxian Tyranny	R	1.50	2.50	4.00
Planar Overlay	R	1.00	2.00	3.00
Planeswalker's Favor	R	1.00	2.00	3.00
Planeswalker's Fury	R	2.00	3.00	4.00
Planeswalker's Mirth	R	1.50	2.50	3.50
Planeswalker's Mischief	R	1.50	2.50	4.00
Planeswalker's Scorn	R	1.50	2.50	3.50
Questing Pheldagnir	R	2.00	3.00	4.00
Quinton Dryad	R	2.00	3.00	4.00
Radiant Kavu	R	1.50	2.50	3.50
Samite Elder	R	1.50	2.50	3.50
Shivan Wurm	R	5.00	8.00	10.00
Shivan Wurm (Foil)	R	20.00	25.00	35.00
Sloshy Weatherlight	R	2.00	3.00	4.00



# MAGIC

## The Gathering®

### Price Guide

● Sunken Hope	R	1.50	2.50	3.50
● Tahngarth, Talruum Hero	R	3.00	4.00	6.00
● Urza's Gull	R	2.50	4.00	5.00
● Watersput Elemental	R	2.00	3.00	4.00

#### APOCALYPSE

##### WIZARDS OF THE COAST-2001

Full Set (143 cards)	110.00	120.00	130.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	85.00	110.00
Theme Deck (60 cards)	8.00	10.00	12.00
Unlisted Uncommons	40	75	1.00
Unlisted Commons	10	15	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Anavolver	R	2.00	3.00	4.00
● Battlefield Forge	R	4.00	6.00	8.00
● Battlefield Forge (Foil)	R	22.00	28.00	35.00
● Bloodfire Colossus	R	1.50	2.50	3.50
● Caves of Koilos	R	4.00	6.00	8.00
● Caves of Koilos (Foil)	R	22.00	28.00	35.00
● Catavolver	R	1.50	2.50	3.50
● Consume Strength (Foil)	C	2.00	4.00	6.00
● Cravat	R	3.00	4.00	6.00
● Death Grasp	R	4.00	5.00	7.00
● Death Grasp (Foil)	R	16.00	20.00	24.00
● Degevolver	R	1.50	2.50	3.50
● Desolation Angel	R	5.00	7.00	10.00
● Desolation Angel (Foil)	R	20.00	30.00	36.00
● Desolation Giant	R	2.00	3.00	5.00
● Dragon Arch	U	75	150	200
● False Dawn	R	1.50	2.50	3.50
● Fervent Charge	R	1.50	2.50	3.50
● Fire/Ice (Foil)	U	4.00	7.00	9.00
● Fungal Shambler	R	1.50	2.50	3.50
● Gaea's Skyfolk (Foil)	C	2.00	3.00	4.00
● Gerard Capashen	R	2.50	3.50	5.00
● Gerard Capashen (Foil)	R	6.00	8.00	11.00
● Gerard's Verdict	U	50	100	150
● Gerard's Verdict (Foil)	U	150	300	400
● Robin Frenches	R	1.50	2.50	3.50
● Guided Passage	R	1.50	2.50	3.50
● Ice Cave	R	1.50	2.50	3.50
● Illusion/Reality	U	3.00	4.00	6.00
● Kavu Mauler	R	1.50	2.50	3.50
● Last Stand	R	1.50	2.50	3.50
● Legacy Weapon	R	3.00	4.00	6.00
● Life/Death (Foil)	U	75	150	200
● Lightning Angel	R	3.00	6.00	8.00
● Lightning Angel (Foil)	R	15.00	20.00	30.00
● Llanowar Dead	C	2.00	4.00	5.00
● Llanowar Wastes	R	4.00	6.00	8.00
● Llanowar Wastes (Foil)	R	22.00	28.00	35.00
● Mask of Intolerance	R	1.50	2.50	3.50
● Mystic Snake	R	4.00	6.00	9.00
● Mystic Snake (Foil)	R	16.00	24.00	30.00
● Necravolver	R	2.50	3.50	4.50
● Order/Chaos (Foil)	U	2.00	4.00	6.00
● Overgrown Estate	R	2.00	3.00	4.00
● Penumbra Wurm	R	3.00	4.00	6.00
● Pernicious Deed	R	5.00	8.00	10.00
● Pernicious Deed (Foil)	R	25.00	30.00	40.00
● Phyrexian Arena	R	3.00	5.00	8.00
● Phyrexian Arena (Foil)	R	16.00	20.00	26.00
● Phyrexian Gargantuan (Foil)	U	1.00	2.00	3.00
● Planar Despair	R	1.50	2.50	3.50
● Powerstone Minefield	R	1.50	2.50	3.50
● Prophetic Bolt	R	3.00	5.00	7.00
● Prophetic Bolt (Foil)	R	15.00	20.00	25.00
● Rakavolver	R	2.00	3.00	4.00
● Shivan Reef	R	4.00	6.00	8.00
● Shivan Reef (Foil)	R	22.00	28.00	35.00
● Spectral Lynx	R	4.00	5.00	6.00
● Spectral Lynx (Foil)	R	12.00	16.00	22.00
● Spiritmonger	R	8.00	12.00	15.00
● Spiritmonger (Foil)	R	35.00	40.00	50.00
● Souze's Embrace (Foil)	C	1.50	3.00	4.00
● Suffocating Blast	R	3.00	4.00	6.00
● Suffocating Blast (Foil)	R	6.00	8.00	12.00
● Symbiotic Deployment	R	1.50	2.50	3.50
● Unnatural Selection	R	1.50	2.50	3.50
● Urborg Elf (Foil)	C	1.50	3.00	4.50
● Vindicate	R	7.00	12.00	14.00
● Vindicate (Foil)	R	25.00	30.00	45.00
● Whiproll Warrior	R	1.50	2.50	3.50
● Wild Research	R	1.50	2.50	3.50
● Yavimaya Coast	R	4.00	6.00	8.00
● Yavimaya Coast (Foil)	R	22.00	28.00	35.00
● Yavimaya's Embrace	R	1.50	2.50	3.50

#### ODYSSEY & WIZARDS OF THE COAST-2001

● Abandoned Outpost	C	10	15	25
● Aboshan, Cephalid Emperor	R	4.00	5.00	6.00
● Aboshan's Desire	R	4.00	5.00	6.00
● Acceptable Losses	R	10	15	25
● Aegis of Honor	R	3.00	4.00	5.00
● Aether Burst	C	10	15	25
● Afflict	C	10	15	25
● Amuqaba	R	4.00	5.00	6.00
● Anarchist	C	10	15	25
● Ancestral Tribute	R	2.00	3.00	4.00
● Ancestral Wall	C	10	15	25
● Animal Boneyard	U	4.00	5.00	6.00
● Ashen Firebreast	R	4.00	5.00	6.00
● Atogatag	R	4.00	5.00	6.00

● Cephalid Broker	U	40	75	1.00
● Cephalid Coliseum	U	40	75	1.00
● Cephalid Lancer	C	10	15	25
● Cephalid Retainer	R	2.00	3.00	4.00
● Cephalid Scout	C	10	15	25
● Cephalid Shrine	R	2.00	3.00	4.00
● Chasinfloor	C	10	15	25
● Chamber of Manipulation	U	40	75	1.00
● Chance Encounter	R	2.00	3.00	4.00
● Charmed Pendant	R	2.00	3.00	4.00
● Chatter of the Squirrel	C	10	15	25
● Childhood Horror	U	40	75	1.00
● Chlorophant	R	2.00	3.00	4.00
● Coffin Purge	C	10	15	25
● Connoivre	R	3.00	4.00	5.00
● Concentrate	U	40	75	1.00
● Conterstar	C	10	15	25
● Crashing Centaur	U	40	75	1.00
● Crypt Creeper	C	10	15	25
● Crystal Quarry	R	3.00	4.00	5.00
● Cultural Exchange	R	5.00	6.00	7.00
● Cursed Menotrocity	R	2.00	3.00	4.00
● Darkwater Catacombs	R	3.00	4.00	5.00
● Darkwater Egg	U	40	75	1.00
● Decaying Soil	R	2.00	3.00	4.00
● Decimate	R	3.00	4.00	5.00
● Decompose	U	40	75	1.00
● Dedicated Martyr	C	10	15	25
● Deep Reconnaissance	U	40	75	1.00
● Delavino Shield	R	3.00	4.00	5.00
● Delirio	U	40	75	1.00
● Dematerialize	C	10	15	25
● Demolish	U	40	75	1.00
● Demolish	C	10	15	25
● Demolish	C	10	15	25
● Deserted Temple	R	3.00	4.00	5.00
● Devoted Caretaker	R	4.00	5.00	6.00
● Diligent Tutor	U	40	75	1.00
● Diligent Farmhand	C	10	15	25
● Dirty Warant	C	10	15	25

● Ground Seal	R	2.00	3.00	4.00
● Halberdier	C	10	15	25
● Hallowed Healer	C	10	15	25
● Hallowed Healer	R	6.00	8.00	10.00
● Hint of Insanity	R	2.00	3.00	4.00
● Holistic Wisdom	R	4.00	5.00	6.00
● Howling Gale	U	40	75	1.00
● Immobilizing Ink	C	10	15	25
● Impulsive Maneuvers	R	2.00	3.00	4.00
● Infected Vermin	U	40	75	1.00
● Innocent Blood	C	10	15	25
● Iridescent Angel	R	8.00	10.00	12.50
● Ivy Elemental	R	3.00	4.00	5.00
● Junk Golem	R	3.00	4.00	5.00
● Kamahl, Pit Fighter	R	5.00	7.00	9.00
● Kamahl's Desire	C	10	15	25
● Karmic Justice	R	2.00	3.00	4.00
● Kirtar's Desire	C	10	15	25
● Kirtar's Wrath	C	4.50	6.00	8.00
● Krosan Archer	C	10	15	25
● Krosan Avenger	C	10	15	25
● Krosan Beast	R	4.50	6.00	8.00
● Languist's Creativity	U	40	75	1.00
● Last Rites	C	10	15	25
● Lava Blister	U	40	75	1.00
● Leaf Dancer	C	10	15	25
● Lieutenant Kirtar	R	4.00	5.00	6.00
● Life Burst	C	10	15	25
● Limestone Golem	U	40	75	1.00
● Liquid Fire	U	40	75	1.00
● Lithotag	U	40	75	1.00
● Luminous Guardian	U	40	75	1.00
● Mac Doo	C	10	15	25
● Macra Vain	U	40	75	1.00
● Macra Vain	R	2.00	3.00	4.00
● Malevolent Awakening	U	40	75	1.00
● Master Apothecary	R	3.00	4.00	5.00
● Metamorphic Wurm	U	40	75	1.00
● Mithra	U	40	75	1.00
● Mine Burst	C	10	15	25
● Mindcrafter	R	4.00	5.00	6.00
● Mine Layer	R	2.00	3.00	4.00
● Minotaur Explorer	U	40	75	1.00
● Mirar	R	4.50	6.00	8.00
● Molten Influence	R	2.00	3.00	4.00
● Moment's Peace	C	10	15	25
● Morbid Hunger	C	10	15	25
● Morose Theft	C	10	15	25
● Mortivore	R	3.00	4.00	5.00
● Mossfire Egg	U	40	75	1.00
● Mossfire Valley	R	3.00	4.00	5.00
● Mudhole	R	2.00	3.00	4.00
● Muscle Burst	C	10	15	25
● Mystic Crusader	R	4.00	5.00	6.00
● Mystic Enforcer	R	4.00	5.00	6.00
● Mystic Penitent	U	40	75	1.00
● Mystic Visionary	C	10	15	25
● Mystic Zealot	C	10	15	25
● Nantuko Disciple	C	10	15	25
● Nantuko Elder	U	40	75	1.00
● Nantuko Mentor	R	3.00	4.00	5.00
● Nantuko Shrine	R	2.00	3.00	4.00
● Need for Speed	R	2.00	3.00	4.00
● Nefarious Lich	R	2.00	3.00	4.00
● New Frontiers	R	3.00	4.00	5.00
● Nimble Monocoe	U	40	75	1.00
● Nomad Decay	U	40	75	1.00
● Nomad Stadium	U	40	75	1.00
● Nut Collector	R	3.00	4.00	5.00
● Obstinate Familiar	R	3.00	4.00	5.00
● Otharian Juggernaut	R	3.00	4.00	5.00
● Overseer Apprentice	C	10	15	25
● Overrun	U	40	75	1.00
● Painbringer	U	40	75	1.00
● Pardon Firecat	C	10	15	25
● Pardon Miner	R	2.00	3.00	4.00
● Pardon Swordsman	C	10	15	25
● Patchwork Gnomes	U	40	75	1.00
● Patriarch's Desire	C	10	15	25
● Patrol Hound	C	10	15	25
● Patron Wizard	R	2.00	3.00	4.00
● Pedantic Learning	R	2.00	3.00	4.00
● Peek	C	10	15	25
● Persuasion	R	4.00	5.00	6.00
● Petrified Field	R	2.00	3.00	4.00
● Phantao	U	40	75	1.00
● Phantom Wheel	C	10	15	25
● Plannar, Nomad Captain	R	3.00	4.00	5.00
● Pillar of Justice	C	10	15	25
● Pillar of Virtue	C	10	15	25
● Piper's Melody	U	40	75	1.00
● Predict	U	40	75	1.00
● Price of Glory	U	40	75	1.00
● Primal Frenzy	C	10	15	25
● Psionic Gift	C	10	15	25
● Psychatoo	U	40	75	1.00
● Pulsating Illusion	U	40	75	1.00
● Puupeezer	U	40	75	1.00
● Rabid Elephant	C	10	15	25
● Ravaged Highlands	C	10	15	25
● Ray of Distortion	C	10	15	25
● Reckless Charge	C	10	15	25
● Recruit	U	40	75	1.00
● Refresh	C	10	15	25
● Repel	C	10	15	25
● Resistant Vamper	R	4.50	6.00	8.00
● Resilient Wanderer	U	40	75	1.00
● Rites of Initiation	C	10	15	25
● Rites of Refusal	C	10	15	25
● Rites of Sorrow	C	10	15	25
● Roar of the Wurm	U	40	75	1.00
● Rotting Giant	U	40	75	1.00
● Sacred Rites	C	10	15	25
● Seditious Hypnotist	U	40	75	1.00

## STRANGE BREW

### TOOLS FOR NOTHING

Don't get us wrong; we love *Doomtown* and all the brain-splashing horror that goes along with it, but sometimes even we get creeped out. A possessed teddy bear? Cool, but not all that original. But make him a bunny, and everything changes. And, while you're distracted by the fuzzy, fanged fiend, don't miss the guy with the skull-topped, stake-like thing jabbed in his eye off to the right. Ugh. Stuff like this makes you think about swearing off the doll aisle at Toys '







# MAGI NATION™

## Price Guide



### MAGI-NATION: DUEL

#### INTERACTIVE IMAGINATION—2001

Full Set including Ultra-Rares	105.00	140.00	175.00
Commons	.05	.10	.20
Unlisted Commons	.25	.50	.75
Foil Commons	1.00	1.50	2.00
Foil Uncommons	2.00	3.00	4.00
Unlisted Rares	2.00	3.00	4.00

Median FOIL cards prices are 2.5x-4x their non-FOIL versions.

Blu	R	3.00	4.00	5.00
Evo	R	3.00	4.00	5.00
Flame Control	R	3.00	4.00	5.00
Javela	R	3.00	4.00	5.00
Magam	R	3.00	4.00	5.00
Magma Hyren	R	3.00	4.00	5.00
Mobis	R	3.00	4.00	5.00
Motash	R	3.00	4.00	5.00
O'Qua	R	4.00	5.00	6.00
Ora	R	3.00	4.00	5.00
Orragon	R	3.00	4.00	5.00
Orwin	R	3.00	4.00	5.00
Orwin's Staff	R	3.00	4.00	5.00
Stagadan	R	3.00	4.00	5.00
Thunder Hyren	R	3.00	4.00	5.00
Thunderquake	R	3.00	4.00	5.00
Vulhor	R	3.00	4.00	5.00
Will of Orothe	R	3.00	4.00	5.00

### MAGI-NATION: AWAKENINGS

#### INTERACTIVE IMAGINATION—2001

Full Set including Ultra-Rares	75.00	95.00	120.00
Commons	.05	.10	.20
Unlisted Commons	.25	.50	.75
Foil Commons	1.00	1.50	2.00
Unlisted Foil Commons	2.00	3.00	4.00
Unlisted Rares	3.00	4.00	5.00
Unlisted Foil Rares	6.00	8.00	10.00

Median FOIL cards prices are 2.5x-4x their non-FOIL versions.

Darkened Hyren	R	3.50	4.50	5.50
Furuk Guardian	R	4.00	5.00	6.00
Rave's Belt	R	4.00	5.00	6.00
Rock Hyren	R	4.00	5.00	6.00
Sorrah	R	4.00	5.00	6.00
Soern	R	4.00	5.00	6.00
Tony Jones	PR	9.50	12.00	15.00
Tunnel Hyren	R	4.00	5.00	6.00
Ven	R	3.50	4.50	5.50
Weave Hyren	R	4.50	5.50	6.50



### SURVIVOR

#### UPPER DECK—2001

Full Set (150 cards)	100.00	125.00	150.00
Unlisted Commons	.10	.25	.35
Unlisted Starter Deck Cards	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	1.40	2.00	2.50

Archery	R	1.75	2.50	3.00
B.B.	R	4.00	5.00	6.00
Buried Treasure	R	1.75	2.50	3.00
Colleen	R	5.50	7.50	9.50
Create Your Own Castaway (10 cards each)	SD	4.00	5.00	6.00
Dirk	R	2.50	3.50	4.50
Eliminate the Competition	R	6.00	8.00	10.00
Fallen Comrades	R	2.00	3.00	4.00
Gervase (auto.)	PR	17.00	24.00	28.00
Greg	R	5.00	6.50	8.50
Jonna (auto.)	PR	38.00	48.00	58.00
Kelly	R	3.50	4.50	5.50

Kimmi	PR	8.00	10.00	12.50
Making Friends	R	2.00	3.00	4.00
Reward Challenge	R	3.00	4.00	5.00
Richard	SD	3.00	4.00	5.00
Rudy	R	6.50	8.50	10.50
Sean (auto.)	PR	16.00	23.00	26.00
Satisfy an Alliance	R	1.75	2.50	3.00
Squared Off	R	2.00	3.00	4.00
Survivor Witch Hunt	R	1.75	2.50	3.00
Winning Personality	R	2.50	3.50	4.50

### SURVIVOR: OUTBACK

#### UPPER DECK—2001

Full Set (150 cards)	80.00	100.00	125.00
Unlisted Commons	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	2.00	3.00	4.00

Unlisted autographed card prices are 5x-10x their regular versions.

Amber	R	3.00	4.00	5.00
Amber (auto.)	PR	36.00	47.00	56.00
Colby	R	4.00	5.00	6.00
Debb	R	2.50	3.50	4.50
Elisabeth	R	4.50	6.00	8.00
Elisabeth (auto.)	PR	45.00	54.00	65.00
Jam	R	4.50	6.00	8.00
Keith (auto.)	PR	16.00	23.00	26.00
Kimmi	R	3.50	4.50	5.50
Kimmi (auto.)	PR	25.00	38.00	46.00
Michael (auto.)	PR	24.00	32.00	40.00
Nick (auto.)	PR	15.00	22.00	25.00
Rodger	R	3.00	4.00	5.00
Rodger (auto.)	PR	20.00	27.00	32.00
Tina	R	3.50	4.50	5.50
Tina (auto.)	PR	22.00	30.00	38.00



### WARLORD: SAGA OF THE STORM

#### ALDERAC ENTERTAINMENT—2001

Full Set	200.00	250.00	300.00
Unlisted Commons	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	2.00	3.00	4.00

Aleandressa	R	3.40	4.50	5.50
Anandale's Armor	R	2.60	3.75	4.80
Assassination	R	4.00	5.00	6.00
Blade of Syren	R	2.50	3.50	4.50
Chain Lightning	R	4.00	5.00	6.00
Count Damian	R	3.00	4.00	5.00
Fenns	R	2.50	3.50	4.50
Glyph of Fate	R	4.50	5.50	6.50
Great Cleave	R	3.40	4.50	5.50
Husk	R	3.40	4.50	5.50
Johan Halfblooded	R	5.50	6.50	7.50
Kerebus	R	3.00	4.00	5.00
King Xod	R	4.00	5.00	6.00
Lathes	R	3.00	4.00	5.00
Mass Blessing	R	4.00	5.00	6.00
Master Anandale	R	2.50	3.50	4.50
Maximilian	R	3.40	4.50	5.50
Miner's Swarm	R	3.00	4.00	5.00
Power Word: Kill	R	3.40	4.50	5.50
Prince Alaric	R	4.00	5.00	6.00
Princess Dashkova	R	3.00	4.00	5.00
Rakku Mennanakh	R	2.50	3.50	4.50
Raid of Roaring Flames	R	3.00	4.00	5.00
Ren the	R	3.00	4.00	5.00
Sethrak	R	3.00	4.00	5.00
Signon's Armor	R	2.50	3.50	4.50
Sloven	R	2.50	3.50	4.50
Tepheroth	R	3.40	4.50	5.50
The King's Lady	R	3.40	4.50	5.50
Too Fast to See	R	2.50	3.50	4.50
Toren Ysack	R	3.40	4.50	5.50
Utter Killer-of-Bears	R	3.40	4.50	5.50
Yedraw's Tooth	R	4.50	5.50	6.50

## VIPs & RETAILERS

Dr. Bob's Game Shop  
7914 S Parkway #8  
Huntsville, AL 35802  
(256) 880-3726

Collector's Cache  
7317 W 95th  
Overland Park, KS 66212  
(913) 648-0446

Neutral Ground  
122 W 26th St., 4th fl  
New York, NY 10001  
(800) 852-2442

Avrom Oliver  
Adventures in Comics & Games  
6026 Fair Oaks Blvd  
Carmichael, CA 95608  
(916) 973-9064

Pandemonium  
Books & Games  
36 John F Kennedy  
Cambridge, MA 02138  
(617) 547-3721

Comic Heaven  
4847 Robinhood Dr  
Willoughby, OH 44094  
(440) 942-6960

Gamescape  
333 Divisadero Street  
San Francisco, CA 94117-2208  
(415) 621-4263

Your Move Games  
400 Highland Avenue  
Somerville, MA 02144  
(617) 666-5799

Game HQ Inc  
1620 Southwest 89th,  
Suite J  
Oklahoma City, OK 73159  
(405) 691-0509

Neutral Ground-Match Play  
560 Showers Drive Suite 4  
Mountain View, CA 94040  
(650) 947-0398

Dreamwizards  
11772 Parklawn Drive  
Rockville, MD 20852  
(301) 881-3530

Top Deck Games  
5970-K E 31st St  
Tulsa, OK 74135  
(918) 665-7529

Dynasty Ent /  
The Days of Knights  
173 E Main Street  
Newark, DE 19711  
(302) 366-0963

Underworld Comics and Games  
1202 S University St  
Ann Arbor, MI 48104  
(734) 998-0547

M Foner's Games Only  
Emporium  
230 South 8th Street  
Lemoyne, PA 17043  
(717) 761-8988

Coliseum Of Comics  
4722 S Orange Blossom Trail  
Orlando, FL 32839  
(407) 240-7882

Source Comics & Games  
1601 W Carpenter Ave  
Falcon Heights, MN 55113  
(651) 645-0386

RPG Outpost  
1276 Mt. Carmel Avenue  
Glenside, PA 19038  
(215) 887-4381

Sci-Fi City Inc  
6006 E Colonial Dr  
Orlando, FL 32807  
(407) 282-2292

Cerebral Hobbies  
128 E Franklin Street  
Chapel Hill, NC 27514  
(919) 929-0021

Boardwalk & Park Place  
700 Haywood Rd No 303  
Greenville, SC 29607  
(864) 297-6924

The Alternate Dimensions  
10049 SW 72nd  
Miami, FL 33173  
(305) 598-1771

Hobbytown USA  
6301 S 58th St  
Lincoln, NE 68516  
(402) 434-5056

Big Bob's  
4520 Texoma Pkwy Ste K  
Sherman, TX 75090  
(903) 813-0508

Fantasy Factory  
257 N Hamilton St  
Dayton, GA 30720  
(706) 259-3315

Jester's Playhouse  
2408 New Road  
North Field, NJ 08225  
(609) 977-9088

Texas Game Company  
803 E Main St  
Allen, TX 75002  
(972) 390-9467

MorningStar Games  
1545 E Montgomery  
Crossroad  
Savannah, GA 31406  
(912) 356-1066

The Gamer's Realm  
2025 Old Trenton Road  
West Windsor, NJ 08550  
(609) 426-9339

Game Parlor  
13936 Metrotech Drive  
Chantilly, VA 20151  
(703) 803-3114

Warhawk Hobbies  
3206 S Alpine Rd  
Rockford, IL 61109  
(815) 873-9144

Cheese Boy Comics  
8826 S Eastern  
Las Vegas, NV 89123  
(702) 990-0288

Paperbacks Plus  
570 N Market Blvd  
Chehalis, WA 98532  
(360) 748-0807

**RETAILER NETWORK:** Glass City Games 4125 Monroe St., Toledo, OH 43606 (419) 474-0304 @Recess 26649 Brookpark Road Ext., N. Olmsted, OH 44070 (440) 779-7008. Spellbinders Inc. 257 S Water Street, Kent, OH 44240 (330) 673-2230 M & M Comics, Cards, Games 132 E Main, Chillicothe, OH 45601 (740) 773-2732 Game Closet 2026 S 3rd St., Terre Haute, IN 47802 (812) 234-5585 Castle Comics & Cards 2133 S 4th St., Lafayette, IN 47905 (765) 474-1110 Just For Fun Hobbies 101 Brookside Lane, Brighton, MI 48116 810 229-7999 Fortress Comics And Games Inc. 425 Albert Ave., East Lansing, MI 48823 (517) 333-0435 Total Recreation 1702 74th Ave. St. Cloud, MN 56301 (320) 251-2627 Be A Gamer 741 S Rte 31 West Dundee, IL 60118 (647) 844-7499 Hobbytown USA 1000 Lake St., Oak Park, IL 60301 (708) 445-8056 Changing Hands Book Shoppe 528 Virginia Ave. Joplin, MO 64801 (417) 623-6699 AMG American Media Group Inc. 6711 W 121st St., Overland Park, KS 66209 (913) 345-9937 Game HQ Edmond Inc. 813 W Danforth, Edmond, OK 73003 (405) 844-1915 Grandlam 3436 Williams Road Ft. Worth, TX 76116 (817) 244-7311 JCE Cards 11432 South Street #321, Cerritos, CA 90703 (562) 412-0843 All-Star Games 2773 Diamond Bar Blvd., Diamond Bar, CA 91765 3513 (909) 598-4700 Ralph's Comic Corner 2379 E. Main St., Ventura, CA 93003 2601 (805) 653-2732 The Gamer's Realm 202 Route 130 North, Cinnaminson, NJ 08077 (609) 829-2900 Tyche's Games 1056 S. Lumpkin St., Athens, GA 30605 (706) 354-4500 GameMOT Inc., HC 3 Po Box 349 Rochelle, VA 22738 (540) 948-4263 Adventure Knight Inc. 2910C N Ashley St., Valdosta, GA 31602 (912) 244-4263 Quality Collectibles 1912 NW 67th Place, Gainesville, FL 32653 (352) 375-8557 Wonder Water Inc. 13949-9 West Ave., FL 33635 (813) 854-3710 TNC Universe (The National Collector, Inc.) 1610 Northgate Blvd., Sarasota, FL 34234 (941) 358-3080 Lion & Unicorn 3321 Loma Rd. Ste. 9, Hoover, AL 35216 (205) 823-1118 Gateway Sports Cards & Games 833 W 38th St., Erie, PA 16508 (814) 864-3772 Gamekeeper 401 NE Northgate Way, Spc 912 Seattle, WA 98125 8525 (206) 364-1977



# Harry Potter

## TRADING CARD GAME

# PRICE GUIDE



The *Harry Potter* CCG is finally out, and it's already the hottest new thing on the gaming market. For those of you who thought it would just be a kid's game, think again! While the initial set is small and the game's rules can be picked up in five minutes, the game has quite a bit of strategy and player interaction involved.

Much like *Magic*, players can cast spells and play creatures to attack their opponents. However, the game introduces some cool new elements like adventures, which penalize an opponent until they choose to pay the listed cost to solve the adventure and gain a reward.

Even if you're just picking up the game for

collecting reasons, you won't be let down. Most of the main characters from the first *Harry Potter* book—including Harry (\$20, median), Hermione (\$7), Ron (\$7), Draco (\$7) and Hagrid (\$8)—appear in the set, all in a neat holo-portrait form. Tons of other creatures and magical items from Hogwarts and the Potter world show up too, like Norbert (\$3), Mrs. Norris (\$3) and Invisibility Cloak (\$6).

Here's our guide to prices for the 116 cards from the base set of the *Harry Potter* CCG. And make sure to study them hard, because we'll be testing you on them after class!

### HARRY POTTER

#### WIZARDS OF THE COAST—2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (116 Cards)		\$140.00	\$200.00	\$240.00
4 Privet Drive	U	\$0.50	\$0.75	\$1.00
Accio	C	\$0.15	\$0.25	\$0.35
Alchemy	U	\$0.50	\$0.75	\$1.00
Apothecary	U	\$0.50	\$0.75	\$1.00
Apparate	U	\$0.50	\$0.75	\$1.00
Avifors	C	\$0.15	\$0.25	\$0.35
Baby Dragon	U	\$0.50	\$0.75	\$1.00
Baubilious	C	\$0.15	\$0.25	\$0.35
Bluebell Flames	U	\$0.50	\$0.75	\$1.00

Boa Constrictor	C	\$0.15	\$0.25	\$0.35
Boil Cure	C	\$0.15	\$0.25	\$0.35
Borrowed Wand	C	\$0.15	\$0.25	\$0.35
Burning Bitterroot Balm	U	\$0.50	\$0.75	\$1.00
Cage	U	\$0.50	\$0.75	\$1.00
Care of Magical Creatures	L	\$0.15	\$0.25	\$0.35
Cauldron to Sieve	C	\$0.15	\$0.25	\$0.35
Charms	L	\$0.15	\$0.25	\$0.35
Confundus	U	\$0.50	\$0.75	\$1.00
Curious Raven	C	\$0.15	\$0.25	\$0.35
Dean Thomas	H	\$5.00	\$7.00	\$9.00
Delivery Owl	R	\$2.50	\$3.50	\$4.50
Diagon Alley	U	\$0.50	\$0.75	\$1.00
Dogbreath Potion	U	\$0.50	\$0.75	\$1.00

Draco Malfoy	F	\$4.00	\$5.00	\$6.00
Draco Malfoy	H	\$5.00	\$7.00	\$9.00
Draco's Trick	U	\$0.50	\$0.75	\$1.00
Dragon Heart Wand	U	\$0.50	\$0.75	\$1.00
Dragon's Escape	F	\$4.00	\$5.00	\$6.00
Draught of Living Death	R	\$2.00	\$3.00	\$4.00
Dungbomb	C	\$0.15	\$0.25	\$0.35
Elxir of Life	F	\$4.50	\$6.00	\$8.00
Epoximise	C	\$0.15	\$0.25	\$0.35
Erumpent Potion	C	\$0.15	\$0.25	\$0.35
Fluffy Falls Asleep	C	\$0.15	\$0.25	\$0.35
Forest Troll	C	\$0.15	\$0.25	\$0.35
Forgetfulness Potion	C	\$0.15	\$0.25	\$0.35
Foul Brew	C	\$0.15	\$0.25	\$0.35
Furnos	U	\$0.50	\$0.75	\$1.00
Giant Taramula	C	\$0.15	\$0.25	\$0.35
Gripping's Cart Ride	F	\$5.00	\$7.00	\$9.00
Guard Dog	U	\$0.50	\$0.75	\$1.00
Hagrid and the Stranger	C	\$0.15	\$0.25	\$0.35
Hannah Abbott	H	\$5.00	\$8.00	\$10.00
Harry Hunting	R	\$1.75	\$2.50	\$3.00
Harry Potter	H	\$14.00	\$20.00	\$24.00
Hermione Granger	F	\$4.00	\$5.00	\$6.00
Hermione Granger	H	\$5.00	\$7.00	\$9.00
Hiding From Snape	U	\$0.50	\$0.75	\$1.00
History of Magic	R	\$1.75	\$2.50	\$3.00
Homework	C	\$0.15	\$0.25	\$0.35
Hospital Wing	C	\$0.15	\$0.25	\$0.35
Human Chess Game	F	\$4.50	\$6.00	\$8.00
Illegibilus	C	\$0.15	\$0.25	\$0.35
Incarcifers	C	\$0.15	\$0.25	\$0.35
Incendio	R	\$1.75	\$2.50	\$3.00
Invisibility Cloak	F	\$4.50	\$6.00	\$8.00
Kelpie	U	\$0.50	\$0.75	\$1.00
Logic Puzzle	U	\$0.50	\$0.75	\$1.00
Last Notes	C	\$0.15	\$0.25	\$0.35
Magical Mishap	C	\$0.15	\$0.25	\$0.35
Malevolent Mixture	R	\$1.75	\$2.50	\$3.00
Meet the Centaurs	R	\$1.75	\$2.50	\$3.00
Mountain Troll	R	\$2.00	\$3.00	\$4.00
Mrs. Norris	R	\$2.00	\$3.00	\$4.00
Mysterious Egg	U	\$0.50	\$0.75	\$1.00
Nearly Headless Nick	H	\$4.50	\$6.00	\$8.00
Norbert	R	\$2.00	\$3.00	\$4.00
Noxious Poison	C	\$0.15	\$0.25	\$0.35
Nurture	U	\$0.50	\$0.75	\$1.00
Obliviate	F	\$4.50	\$6.00	\$8.00
Ollivanders	U	\$0.50	\$0.75	\$1.00
Out of the Woods	C	\$0.15	\$0.25	\$0.35
Peeves Causes Trouble	U	\$0.50	\$0.75	\$1.00
Pet Rat	C	\$0.15	\$0.25	\$0.35
Pet Toad	U	\$0.50	\$0.75	\$1.00

Pewter Cauldron	C	\$0.15	\$0.25	\$0.35
Phoenix Feather Wand	R	\$2.00	\$3.00	\$4.00
Platform 9 3/4	R	\$2.00	\$3.00	\$4.00
Pomfrey's Pick-Me-Up	U	\$0.50	\$0.75	\$1.00
Potion Ingredients	R	\$1.75	\$2.50	\$3.00
Potions	L	\$0.15	\$0.25	\$0.35
Potions Exam	U	\$0.50	\$0.75	\$1.00
Potions Mistake	C	\$0.15	\$0.25	\$0.35
Professor Filius Flitwick	H	\$5.00	\$7.00	\$9.00
Professor Severus Snape	H	\$6.00	\$8.00	\$10.00
Raven to Writing Desk	R	\$2.00	\$3.00	\$4.00
Remembrall	C	\$0.15	\$0.25	\$0.35
Reptile House	U	\$0.50	\$0.75	\$1.00
Restricted Section	C	\$0.15	\$0.25	\$0.35
Ron Weasley	H	\$5.00	\$7.00	\$9.00
Rubeus Hagrid	H	\$5.00	\$8.00	\$10.00
Scottish Stag	C	\$0.15	\$0.25	\$0.35
Shrinking Potion	R	\$2.00	\$3.00	\$4.00
Silver Cauldron	U	\$0.50	\$0.75	\$1.00
Snape's Question	C	\$0.15	\$0.25	\$0.35
Snuffing Potion	U	\$0.50	\$0.75	\$1.00
Squiggle Quill	C	\$0.15	\$0.25	\$0.35
Steelclaw	C	\$0.15	\$0.25	\$0.35
Stupefy	U	\$0.50	\$0.75	\$1.00
Surly Hound	C	\$0.15	\$0.25	\$0.35
Take Root	U	\$0.50	\$0.75	\$1.00
Tidillando	R	\$1.75	\$2.50	\$3.00
Toe Biter	C	\$0.15	\$0.25	\$0.35
Transfiguration	L	\$0.15	\$0.25	\$0.35
Transfiguration Exam	R	\$1.75	\$2.50	\$3.00
Transfiguration Test	R	\$1.75	\$2.50	\$3.00
Transmogrify	U	\$0.50	\$0.75	\$1.00
Troll in the Bathroom	F	\$4.50	\$6.00	\$8.00
Unicorn	F	\$7.00	\$9.00	\$11.00
Unusual Pets	U	\$0.50	\$0.75	\$1.00
Vanishing Glass	U	\$0.50	\$0.75	\$1.00
Vermillious	C	\$0.15	\$0.25	\$0.35
Vicious Wolf	C	\$0.15	\$0.25	\$0.35
Wingardium Leviosa	C	\$0.15	\$0.25	\$0.35
Winged Keys	U	\$0.50	\$0.75	\$1.00
Wizard Crackers	C	\$0.15	\$0.25	\$0.35

**HARRY HOUDINI!** Don't bet on the new CCG pulling a disappearing act. This game's here to stay.



### HARRY POTTER DATA

C=COMMON U=UNCOMMON R=RARE L=LESSON

F=FOIL PREMIUM H=HOLO-PORTRAIT PREMIUM



# MAGE KNIGHT PRICE GUIDE

**M**age Knight exploded onto the gaming scene a year-and-a-half ago and the great sets just keep on comin'. *Whirlwind*, the third expansion, is set to hit stores in November and will be followed soon after by *Dungeons*. With cool new figures and abilities coming with each new expansion, there's tons o' fun in store for fans of the game.

For those of you who've followed the game since the beginning, you know that the hottest pieces have been the limited-edition promos. These started in *Rebellion* with figures like Anunub (\$185, median) Goltusep (\$68) and continued with promos from *Lancers* such as Elroodon Lightfoot (\$84) and Hag Hebrodia (\$70). Now, the hottest of the hot are this year's GenCon promos, Black Thorn (\$125) and Raydan Marz (\$165).

We know many of these figures are rarer than a Backstreet Boys fan over 13, so you'll have a tough time getting a hold of them. But fear not; we've included info on every mini in the game so you can see the big picture at one glance. Try not to stare too hard at it, though—we don't need you goin' blind on us.



MORG BLOODSPILLER

## REBELLION

WIZKIDS-2000

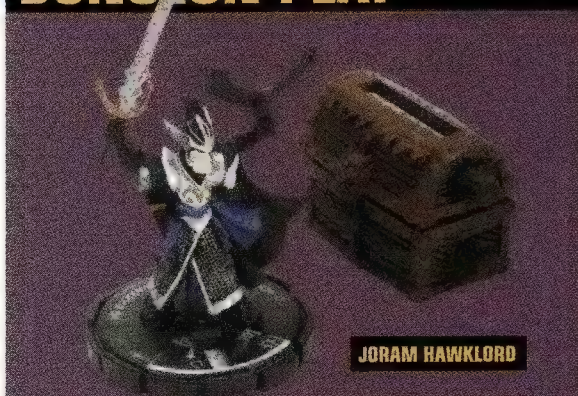
NAME	RARITY	LOW	MEDIAN	HIGH
Full Set including Promos		700.00	800.00	900.00
Alessi Oot (#175)	PR	53.00	66.00	78.00
Altam Guardsman (#58)	2	1.00	1.50	2.00
Altam Guardsman (#59)	3	1.50	2.25	2.80
Altam Guardsman (#60)	4	2.50	3.50	4.50
Amazon Blademistress (#85)	2	1.40	2.00	2.50
Amazon Blademistress (#86)	3	2.00	2.75	3.50
Amazon Blademistress (#87)	4	3.00	4.00	5.00
Amazon Queen (#152)	5	16.00	22.00	27.00
Amotep Gunner (#49)	2	1.00	1.50	2.00
Amotep Gunner (#50)	3	1.50	2.25	2.80
Amotep Gunner (#51)	4	3.80	4.75	5.80
Amotep Incinerator (#52)	2	1.25	1.75	2.25
Amotep Incinerator (#53)	3	1.75	2.50	3.00

Amotep Incinerator (#54)	4	2.75	3.75	4.75
Anunub (#184)	PR	180.00	210.00	260.00
Black Powder Bomber (#88)	2	1.40	2.00	2.50
Black Powder Bomber (#89)	3	2.00	2.75	3.25
Black Powder Bomber (#90)	4	2.75	3.75	4.75
Blade Golem (#55)	2	1.40	2.00	2.50
Blade Golem (#56)	3	2.00	2.75	3.50
Blade Golem (#57)	4	3.00	4.00	5.00
Bone Golem (#16)	2	1.40	2.00	2.50
Bone Golem (#17)	3	2.00	3.00	4.00
Bone Golem (#18)	4	2.75	3.75	4.75
Brass Golem (#7)	1	1.00	1.25	1.75
Brass Golem (#8)	2	1.40	2.00	2.50
Brass Golem (#9)	3	1.75	2.50	3.00
Byrch (#167)	PR	55.00	65.00	77.00
Chaos Mage (#154)	6	14.00	20.00	24.00
Crusher (#112)	3	2.00	2.75	3.50
Crusher (#113)	4	3.00	4.00	5.00
Crusher (#114)	5	4.25	5.50	7.00

Crypt Worm (#142)	3	1.75	2.50	3.00
Crypt Worm (#143)	4	2.60	3.75	4.80
Crypt Worm (#144)	5	4.00	5.00	6.00
Crystal Bladesman (#19)	1	.75	1.00	1.50
Crystal Bladesman (#20)	2	1.40	2.00	2.50
Crystal Bladesman (#21)	3	1.75	2.50	3.00
Deep Spawn (#130)	3	1.75	2.50	3.00
Deep Spawn (#131)	4	2.50	3.50	4.50
Deep Spawn (#132)	5	4.00	5.00	6.00
Demi-magus (#10)	1	1.00	1.50	2.00
Demi-magus (#11)	2	1.40	2.00	2.50
Demi-magus (#12)	3	2.00	3.00	4.00
Digger Khep (#171)	PR	52.00	65.00	76.00
Djokmaukar (#162)	PR	62.00	76.00	88.00
Dwarven Berserker (#46)	1	1.00	1.25	1.75
Dwarven Berserker (#47)	2	1.25	1.75	2.25
Dwarven Berserker (#48)	3	1.50	2.25	2.80
Dwarven Fuser (#91)	2	1.00	1.50	2.00
Dwarven Fuser (#92)	3	1.50	2.25	2.80
Dwarven Fuser (#93)	4	2.50	3.50	4.50
Dwarven Jarl (#151)	6	14.00	18.00	22.00
Elemental Priest (#147)	6	14.00	20.00	24.00
Feral Bloodsucker (#34)	1	.75	1.00	1.50
Feral Bloodsucker (#35)	2	1.25	1.75	2.25
Feral Bloodsucker (#36)	3	1.50	2.25	2.80
Fickett Townley (#173)	PR	46.00	55.00	66.00
Goltusep (#169)	PR	55.00	70.00	83.00
Grave Robber (#31)	1	1.00	1.50	2.00
Grave Robber (#32)	2	1.50	2.25	2.80
Grave Robber (#33)	3	2.25	3.25	4.25
Half-Troll Hacker (#118)	3	1.75	2.50	3.00
Half-Troll Hacker (#119)	4	3.00	4.00	5.00
Half-Troll Hacker (#120)	5	4.25	5.25	6.20
Hierophant (#160)	5	24.00	35.00	46.00
Imp (#121)	3	1.40	2.00	2.50
Imp (#122)	4	2.25	3.25	4.25
Imp (#123)	5	3.50	4.50	5.50
Kerrall (#170)	PR	47.00	58.00	70.00
Khamsin Freelancer (#37)	2	.75	1.00	1.50
Khamsin Freelancer (#38)	3	1.25	1.75	2.25
Khamsin Freelancer (#39)	4	1.50	2.25	2.80
Khamsin Fuser (#40)	2	.75	1.00	1.50
Khamsin Fuser (#41)	3	1.25	1.75	2.25
Khamsin Fuser (#42)	4	1.50	2.25	2.80
Khujeret (#161)	PR	55.00	68.00	80.00
Ki Devil (#133)	3	1.75	2.50	3.00
Ki Devil (#134)	4	2.75	3.75	4.75
Ki Devil (#135)	5	4.00	5.00	6.00
Leach Medic (#43)	1	1.00	1.50	2.00
Leach Medic (#44)	2	1.50	2.25	2.80
Leach Medic (#45)	3	2.00	3.00	4.00
Liege Knight (#103)	3	1.75	2.50	3.00
Liege Knight (#104)	4	3.00	4.00	5.00

Liege Knight (#105)	5	4.25	5.25	6.25
Living Elemental (#70)	2	1.25	1.75	2.25
Living Elemental (#71)	3	1.75	2.50	3.00
Living Elemental (#72)	4	2.75	3.75	4.75
Magna Draconum (#157)	6	20.00	28.00	32.00
Magus (#145)	6	19.00	25.00	30.00
Magus Draconum (#158)	6	19.00	25.00	30.00
Mending Priestess (#16)	1	1.00	1.25	1.75
Mending Priestess (#17)	2	1.40	2.00	2.50
Mending Priestess (#18)	3	2.00	2.75	3.50
Mystic Draconum (#159)	6	22.00	27.00	33.00
Necromancer (#148)	6	16.00	22.00	28.00
Neophant (#156)	6	17.00	23.00	28.00
Nessa Nettle (#165)	PR	45.00	55.00	66.00
Nightblade (#28)	1	.75	1.00	1.50
Nightblade (#29)	2	1.25	1.75	2.25
Nightblade (#30)	3	1.50	2.25	2.80
Nightstalker (#79)	2	1.25	1.75	2.25
Nightstalker (#80)	3	1.75	2.50	3.00
Nightstalker (#81)	4	2.50	3.50	4.50
Noble Archer (#87)	3	1.75	2.50	3.00
Noble Archer (#90)	4	2.50	3.75	4.80
Noble Archer (#93)	5	4.50	5.50	6.50
Oakos (#168)	PR	50.00	63.00	75.00
Order of Viedo (#150)	6	18.00	25.00	30.00
Paladin Prince (#153)	6	14.00	20.00	24.00
Ramkiare (#163)	PR	55.00	70.00	83.00
Ranger (#22)	1	.75	1.00	1.50
Ranger (#23)	2	1.25	1.75	2.25
Ranger (#24)	3	1.50	2.25	2.80
Ravenshi (#172)	PR	50.00	63.00	75.00
Rowan (#166)	PR	60.00	74.00	85.00
Royal Pikeman (#100)	3	1.75	2.50	3.00
Royal Pikeman (#101)	4	2.60	3.75	4.80
Royal Pikeman (#102)	5	4.25	5.25	6.20
Screaching Terror (#92)	2	1.25	1.75	2.25
Screaching Terror (#93)	3	1.75	2.50	3.00
Screaching Terror (#94)	4	2.60	3.75	4.80
Seething Knight (#73)	2	1.00	1.50	2.00
Seething Knight (#74)	3	1.75	2.50	3.00
Seething Knight (#75)	4	2.50	3.50	4.50
Shade (#127)	3	1.40	2.00	2.50
Shade (#128)	4	2.50	3.50	4.50
Shade (#129)	5	4.00	5.00	6.00
Shaman (#115)	3	2.00	2.75	3.50
Shaman (#116)	4	3.00	4.00	5.00
Shaman (#117)	5	4.50	5.50	7.00
Skeleton (#124)	3	1.75	2.50	3.00
Skeleton (#125)	4	3.00	4.00	5.00
Skeleton (#126)	5	4.25	5.25	6.25
Slasher (#109)	3	1.75	2.50	3.00
Slasher (#110)	4	3.00	4.00	5.00
Slasher (#111)	5	4.50	5.50	7.00

## DUNGEON PLAY



JORAM HAWKLORD

*Mage Knight's* next expansion, *Dungeons*, isn't due out until early 2002, but we've got a lil' preview here to whet your appetite. The set introduces a whole new mode of playing where characters will make their way through mazes, traps and other menaces to find hidden treasures like the one shown above. Check out our exclusive pictures from the new set over the next couple of pages, and get ready to explore a whole new realm of *Mage Knight* play!

## MAGE KNIGHT DATA

W=WEAK S=STANDARD T=TOUGH PR=PROMOTIONAL

1-2 COMMON 3-4 UNCOMMON 5-6 RARE



Soaring Ganner on Dragonfly Mount (#89) . . . . .	2.75	3.75	4.75
Specter (#78) . . . . .	1.25	1.75	2.25
Specter (#80) . . . . .	1.50	2.25	2.80
Specter (#81) . . . . .	2.00	2.75	3.50
Squire (#25) . . . . .	.50	.75	1.00
Squire (#26) . . . . .	1.00	1.25	1.75
Squire (#27) . . . . .	1.40	2.00	2.50
Squire Thomas (#151) . . . . .	18.00	24.00	28.00
Taskmaster (#140) . . . . .	19.00	25.00	30.00
Technomancer (#48) . . . . .	2.15	1.75	2.25
Technomancer (#50) . . . . .	1.50	2.25	2.80
Technomancer (#51) . . . . .	2.00	2.75	3.50
Techon on Dragonfly Mount (#134) . . . . .	24.00	30.00	36.00
Tribal Brute (#70) . . . . .	1.25	1.75	2.25
Tribal Brute (#71) . . . . .	1.50	2.25	2.80
Tribal Brute (#72) . . . . .	2.00	2.75	3.50
Uthrik Charger on Nightmare (#136) . . . . .	20.00	30.00	38.00
Whelp (#62) . . . . .	1.50	2.25	2.80
Whelp (#63) . . . . .	2.00	2.75	3.50
Whelp (#64) . . . . .	2.25	3.25	4.25
Whirling Golem (#1) . . . . .	.50	.75	1.00
Whirling Golem (#2) . . . . .	1.00	1.25	1.75
Whirling Golem (#3) . . . . .	1.40	2.00	2.50
Willow Nock (#153) . . . . .	22.00	28.00	35.00
Woodroot (#145) . . . . .	38.00	45.00	56.00
Yanna Fairhame (#169) . . . . .	80.00	92.00	102.00

## MAGE KNIGHT PROMOS AND SPECIAL RELEASES

Black Thorn (#871) . . . . .	100.00	125.00	155.00
Raydan Marz (#8R1) . . . . .	125.00	165.00	200.00
Dungeons Treasure Chest (asst.) . . . . .	20.00	30.00	40.00
Black Powder Rebel War Wagon . . . . .	19.00	25.00	30.00
Great Fire Dragon . . . . .	19.00	25.00	30.00
Venomous Shadow Dragon . . . . .	19.00	25.00	30.00

## WHIRLWIND CHECKLIST

NAME	FACTION	RARITY
Amazon Mancatcher W (#22) . . . . .	Black Powder	1
Amazon Mancatcher S (#23) . . . . .	Black Powder	2
Amazon Mancatcher T (#24) . . . . .	Black Powder	3
Battle Queen W (#49) . . . . .	Atlantis	2
Battle Queen S (#50) . . . . .	Atlantis	3
Battle Queen T (#51) . . . . .	Atlantis	4
Bond Maker W (#46) . . . . .	Shyft	1
Bond Maker S (#47) . . . . .	Shyft	2
Bond Maker T (#48) . . . . .	Shyft	3
Crystal Sprite W (#10) . . . . .	Elemental	1
Crystal Sprite S (#11) . . . . .	Elemental	2

Crystal Sprite T (#12) . . . . .	Elemental	3
Dwarven Mounted Fuser on Steam Horse W (#103) . . . . .	Black Powder	3
Dwarven Mounted Fuser on Steam Horse S (#104) . . . . .	Black Powder	4
Dwarven Mounted Fuser on Steam Horse T (#105) . . . . .	Black Powder	5
Dwarven Ram on Steam Ram W (#106) . . . . .	Black Powder	3
Dwarven Ram on Steam Ram S (#107) . . . . .	Black Powder	4
Dwarven Ram on Steam Ram T (#108) . . . . .	Black Powder	5
Dwarven Rotary Fuser W (#58) Black Powder . . . . .	Black Powder	2
Dwarven Rotary Fuser S (#59) Black Powder . . . . .	Black Powder	3
Dwarven Rotary Fuser T (#60) Black Powder . . . . .	Black Powder	4
Elite Suruk Apprentice W (#4) . . . . .	Atlantis	2
Elite Suruk Apprentice S (#5) . . . . .	Atlantis	3
Elite Suruk Apprentice T (#6) . . . . .	Atlantis	4
Emerald Glade Mystery on Unicorn (#133) . . . . .	Elemental	6
Galeshi Cavalryman on Steam Horse W (#97) . . . . .	Black Powder	3
Galeshi Cavalryman on Steam Horse S (#98) . . . . .	Black Powder	4
Galeshi Cavalryman on Steam Horse T (#99) . . . . .	Black Powder	5
Galeshi Dervish W (#19) . . . . .	Black Powder	2
Galeshi Dervish S (#20) . . . . .	Black Powder	3
Galeshi Dervish T (#21) . . . . .	Black Powder	4
Galeshi Ram Charger on Steam Ram W (#100) . . . . .	Black Powder	3
Galeshi Ram Charger on Steam Ram S (#101) . . . . .	Black Powder	4
Galeshi Ram Charger on Steam Ram T (#102) . . . . .	Black Powder	5
Golden Orb Myrmidon on Steam Horse (#135) . . . . .	Black Powder	6
Half-troll Behemoth on Ankhar (#138) . . . . .	Orc Raiders	8
Heart Seeker W (#45) . . . . .	Shyft	1
Heart Seeker S (#44) . . . . .	Shyft	2
Heart Seeker T (#45) . . . . .	Shyft	3
Horned Drake Hatchetkrugg on Horned Drake W (#109) . . . . .	Black Powder	3
Horned Drake Hatchetkrugg on Horned Drake S (#110) . . . . .	Black Powder	4
Horned Drake Hatchetkrugg on Horned Drake T (#111) . . . . .	Black Powder	5
Horned Drake Impaler on Horned Drake W (#115) . . . . .	Black Powder	3
Horned Drake Impaler on Horned Drake S (#116) . . . . .	Black Powder	4
Horned Drake Impaler on Horned Drake T (#117) . . . . .	Black Powder	5
Immortal Fanatic W (#61) . . . . .	Knights Immortal	2
Immortal Fanatic S (#62) . . . . .	Knights Immortal	3
Immortal Fanatic T (#63) . . . . .	Knights Immortal	4
Incendiary Golem W (#1) . . . . .	Atlantis	1
Incendiary Golem S (#2) . . . . .	Atlantis	2

Incendiary Golem T (#3) . . . . .	Atlantis	3
Kingsguard W (#28) . . . . .	Knights Immortal	1
Kingsguard S (#29) . . . . .	Knights Immortal	2
Kingsguard T (#30) . . . . .	Knights Immortal	3
Krugg Heaver W (#40) . . . . .	Black Powder	1
Krugg Heaver S (#41) . . . . .	Black Powder	2
Krugg Heaver T (#42) . . . . .	Black Powder	3
Krugg Thug W (#37) . . . . .	Black Powder	1
Krugg Thug S (#38) . . . . .	Black Powder	2
Krugg Thug T (#39) . . . . .	Black Powder	3
Krugg Witch Doctor (#139) . . . . .	Black Powder	6
Midnight Witch W (#55) . . . . .	Black Powder	2
Midnight Witch S (#56) . . . . .	Black Powder	3
Midnight Witch T (#57) . . . . .	Black Powder	4
Mind Thief W (#76) . . . . .	Black Powder	2
Mind Thief S (#77) . . . . .	Black Powder	3
Mind Thief T (#78) . . . . .	Black Powder	4
Mortis Draconum (#142) . . . . .	Black Powder	6
Mountain King on Steam Ram (#136) . . . . .	Black Powder	6
Musican W (#64) . . . . .	Orc Raiders	2
Musican S (#65) . . . . .	Orc Raiders	3
Musican T (#66) . . . . .	Orc Raiders	4
Orc Captain on Cave Runner (#137)Orc Raiders . . . . .	Orc Raiders	1
Rancid Bloodsucker W (#18) . . . . .	Black Powder	2
Rancid Bloodsucker S (#17) . . . . .	Black Powder	3
Rancid Bloodsucker T (#18) . . . . .	Black Powder	4
Serpent Invader on Land . . . . .	Black Powder	3
Serpent W (#127) . . . . .	Black Powder	3
Serpent Invader on Land . . . . .	Black Powder	4
Serpent S (#128) . . . . .	Black Powder	4
Serpent Invader on Land . . . . .	Black Powder	5
Serpent T (#129) . . . . .	Black Powder	5
Serpent Sniper on Land . . . . .	Black Powder	3
Serpent W (#121) . . . . .	Black Powder	3
Serpent Sniper on Land . . . . .	Black Powder	4
Serpent S (#122) . . . . .	Black Powder	4
Serpent Sniper on Land . . . . .	Black Powder	5
Serpent T (#123) . . . . .	Black Powder	5
Shelled One W (#67) . . . . .	Black Powder	2
Shelled One S (#68) . . . . .	Black Powder	3
Shelled One T (#69) . . . . .	Black Powder	4
Shyft Fiend (#140) . . . . .	Black Powder	6
Shyft Matriarch (#141) . . . . .	Black Powder	6
Silith Bladesman on Silith W (#68) Elemental . . . . .	Black Powder	3
Silith Bladesman on Silith S (#69) Elemental . . . . .	Black Powder	4
Silith Bladesman on Silith T (#90) Elemental . . . . .	Black Powder	5
Silith Tracker on Silith W (#94) . . . . .	Black Powder	3
Silith Tracker on Silith S (#95) . . . . .	Black Powder	4
Silith Tracker on Silith T (#96) . . . . .	Black Powder	5
Soul Stealer W (#79) . . . . .	Black Powder	2
Soul Stealer S (#80) . . . . .	Black Powder	3
Soul Stealer T (#81) . . . . .	Black Powder	4
Spear Launcher W (#34) . . . . .	Orc Raiders	1
Spear Launcher S (#35) . . . . .	Orc Raiders	2
Spear Launcher T (#36) . . . . .	Orc Raiders	3
Standard Bearer W (#25) . . . . .	Knights Immortal	1
Standard Bearer S (#26) . . . . .	Knights Immortal	2
Standard Bearer T (#27) . . . . .	Knights Immortal	3
Swooping Invader on Flying . . . . .	Black Powder	3

Horse W (#130) . . . . .	Shyft	3
Swooping Invader on Flying . . . . .	Black Powder	4
Horse S (#131) . . . . .	Shyft	5
Swooping Invader on Flying . . . . .	Black Powder	3
Horse T (#132) . . . . .	Shyft	4
Swooping Sniper on Flying . . . . .	Black Powder	5
Horse W (#124) . . . . .	Shyft	4
Swooping Sniper on Flying . . . . .	Black Powder	5
Horse S (#125) . . . . .	Shyft	2
Swooping Sniper on Flying . . . . .	Black Powder	3
Horse T (#126) . . . . .	Shyft	2
Thorn Crawler W (#70) . . . . .	Black Powder	3
Thorn Crawler S (#71) . . . . .	Black Powder	4
Thorn Crawler T (#72) . . . . .	Black Powder	5
Thrall W (#82) . . . . .	Draconum	2
Thrall S (#83) . . . . .	Draconum	3
Thrall T (#84) . . . . .	Draconum	4
Thunderdome Troll on Silith (#134)Elemental . . . . .	Black Powder	6
Tormented Soul W (#73) . . . . .	Black Powder	2
Tormented Soul S (#74) . . . . .	Black Powder	3
Tormented Soul T (#75) . . . . .	Black Powder	4
Unicorn Bladesman on Unicorn W (#65) . . . . .	Black Powder	3
Unicorn Bladesman on Unicorn S (#66) . . . . .	Black Powder	4
Unicorn Bladesman on Unicorn T (#67) . . . . .	Black Powder	5
Unicorn Tracker on Unicorn W (#91) Elemental . . . . .	Black Powder	3
Unicorn Tracker on Unicorn S (#92) Elemental . . . . .	Black Powder	4
Unicorn Tracker on Unicorn T (#93) Elemental . . . . .	Black Powder	5
War Fodder W (#31) . . . . .	Orc Raiders	1
War Fodder S (#32) . . . . .	Orc Raiders	2
War Fodder T (#33) . . . . .	Orc Raiders	3
War Yak Hatchetkrugg on War Yak W (#112) . . . . .	Black Powder	3
War Yak Hatchetkrugg on War Yak S (#113) . . . . .	Black Powder	4
War Yak Hatchetkrugg on War Yak T (#114) . . . . .	Black Powder	5
War Yak Impaler on War Yak W (#118) . . . . .	Black Powder	3
War Yak Impaler on War Yak S (#119) . . . . .	Black Powder	4
War Yak Impaler on War Yak T (#120) . . . . .	Black Powder	5
Wild Mountain Troll W (#52) . . . . .	Black Powder	2
Wild Mountain Troll S (#53) . . . . .	Black Powder	3
Wild Mountain Troll T (#54) . . . . .	Black Powder	4
Woodland Bramble Spirit W (#77)Elemental . . . . .	Black Powder	1
Woodland Bramble Spirit S (#78)Elemental . . . . .	Black Powder	2
Woodland Bramble Spirit T (#79)Elemental . . . . .	Black Powder	3
Zombie Hound W (#13) . . . . .	Necropolis	1
Zombie Hound S (#14) . . . . .	Necropolis	2
Zombie Hound T (#15) . . . . .	Necropolis	3

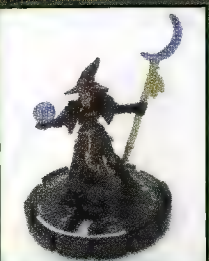
# DUNGEONS PREVIEW



ARMAN CESSUP



SERILLIA SILVERBLADE



SCHOLAR-MAGUS BESSA



TREESIANA



ZENEPHRET



AVANTE BEAVER



BARBER HURG



KAMUNE THE MIGHTY



NORFUR THOTT



LOCKSMITH KARG

## MAGE KNIGHT DATA

W=WEAK S=STANDARD T=TOUGH PR=PROMOTIONAL

1-2 COMMON 3-4 UNCOMMON 5-6 RARE



Snow (#174) .....PR	80.00	90.00	100.00	Barber-Surgeon (#78) ....4	2.00	2.75	3.50	Goblin Archer (#43) .....1	.50	.75	1.00	Lightning Tallman (#150) .PR4	28.00	36.00	45.00
Steam Golem (#94) .....2	1.50	2.25	2.80	Bone Grinder (#73) .....2	1.25	1.75	2.25	Goblin Archer (#44) .....2	1.00	1.25	1.75	Longbow Archer (#31) .....1	.50	.75	1.00
Steam Golem (#95) .....3	2.00	3.00	4.00	Bone Grinder (#74) .....3	1.50	2.25	2.80	Goblin Archer (#45) .....3	1.25	1.75	2.25	Longbow Archer (#32) .....2	1.00	1.25	1.75
Steam Golem (#96) .....4	3.00	4.00	5.00	Bone Grinder (#75) .....4	2.00	2.75	3.50	Goblin Carnibal (#40) .....1	.50	.75	1.00	Longbow Archer (#33) .....3	1.25	1.75	2.25
Storm Blademaster (#146) .....6	24.00	35.00	46.00	Boombox (#155) .....PR3	18.00	24.00	28.00	Goblin Carnibal (#41) .....2	1.00	1.25	1.75	Lurker (#16) .....1	.50	.75	1.00
Temple Blademaster (#106) .....3	1.75	2.50	3.00	Cave Archer on Cave				Goblin Carnibal (#42) .....3	1.40	2.00	2.50	Lurker (#17) .....2	1.00	1.25	1.75
Temple Blademaster (#107) .....4	2.60	3.75	4.80	Runner (#127) .....3	2.75	3.75	4.75	Goblin Grenadier (#37) .....1	.50	.75	1.00	Lurker (#18) .....3	1.40	2.00	2.50
Temple Blademaster (#108) .....5	4.40	5.50	6.60	Cave Archer on Cave				Goblin Grenadier (#38) .....2	1.00	1.50	2.00	Marsh Zombie (#13) .....1	.50	.75	1.00
Torngar (#141) .....PR	48.00	60.00	72.00	Runner (#128) .....4	3.25	4.25	5.00	Goblin Grenadier (#39) .....3	1.25	1.75	2.25	Marsh Zombie (#14) .....2	1.00	1.25	1.75
Troll Artillerist (#67) .....2	1.50	2.25	2.80	Cave Archer on Cave				Goblin Volunteer (#46) .....1	.50	.75	1.00	Marsh Zombie (#15) .....3	1.40	2.00	2.50
Troll Artillerist (#68) .....3	2.00	3.00	4.00	Runner (#129) .....5	4.00	5.00	6.00	Goblin Volunteer (#47) .....2	1.00	1.25	1.75	Martyr on Light			
Troll Artillerist (#69) .....4	3.00	4.00	5.00	Cave Butcher on Cave				Goblin Volunteer (#48) .....3	1.25	1.75	2.25	Warhorse (#130) .....6	14.00	20.00	24.00
Troll Brawler (#54) .....2	1.40	2.00	2.50	Runner (#121) .....3	2.75	3.75	4.75	Grim Hyndon ((#152) .....PR4	34.00	41.00	50.00	Mogga Crackshot (#157) .PR3	20.00	27.00	32.00
Troll Brawler (#55) .....3	1.75	2.50	3.00	Cave Butcher on Cave				Gulthak Gadder (#171) .....PR5	48.00	60.00	72.00	Nightmare Banshee			
Troll Brawler (#56) .....4	2.60	3.75	4.80	Runner (#122) .....4	3.25	4.25	5.00	Hag Hebrodia (#166) .....PR5	58.00	70.00	82.00	on Nightmare (#106) .....3	2.75	3.75	4.75
Troll Chieftain (#148) .....6	18.00	25.00	30.00	Cave Butcher on Cave				Harrowblade Broor (#172) .PR6	40.00	48.00	58.00	Nightmare Banshee			
Utem Crossbowman (#1) .....1	.75	1.00	1.50	Runner (#123) .....5	4.00	5.00	6.00	Heavy Cavalier on				on Nightmare (#107) .....4	3.25	4.25	5.00
Utem Crossbowman (#2) .....2	1.25	1.75	2.25	Centaur Archer (#10) .....1	.50	.75	1.00	Heavy Warhorse (#118) .3	2.75	3.75	4.75	Nightmare Banshee			
Utem Crossbowman (#3) .....3	1.50	2.25	2.80	Centaur Archer (#11) .....2	1.00	1.25	1.75	Heavy Cavalier on				on Nightmare (#108) .....5	4.00	5.00	6.00
Utem Guardsman (#4) .....1	.75	1.00	1.50	Centaur Archer (#12) .....3	1.40	2.00	2.50	Heavy Warhorse (#119) .4	3.25	4.25	5.00	Nightmare Reaper			
Utem Guardsman (#5) .....2	1.25	1.75	2.25	Centaur Lieutenant (#52) .2	1.25	1.75	2.25	Heavy Cavalier on				on Nightmare (#109) .....3	2.75	3.75	4.75
Utem Guardsman (#6) .....3	1.50	2.25	2.80	Centaur Lieutenant (#53) .3	1.50	2.25	2.80	Heavy Warhorse (#120) .5	4.00	5.00	6.00	Nightmare Reaper			
Wersear (#139) .....3	1.75	2.50	3.00	Centaur Lieutenant (#54) .4	2.00	2.75	3.50	Heavy Lancer on				on Nightmare (#101) .....4	3.25	4.25	5.00
Wersear (#140) .....4	2.75	3.75	4.75	Centaur Outrider (#7) .....1	.50	.75	1.00	Heavy Warhorse (#112) .3	2.75	3.75	4.75	Nightmare Reaper			
Wersear (#141) .....5	4.40	5.50	6.60	Centaur Outrider (#8) .....2	1.00	1.50	2.00	Heavy Lancer on				on Nightmare (#102) .....5	4.00	5.00	6.00
Werewolf (#136) .....3	1.75	2.50	3.00	Centaur Outrider (#9) .....3	1.40	2.00	2.50	Heavy Warhorse (#113) .4	3.25	4.25	5.00	Nuren the Tooth (#174) .....PR5	41.00	52.00	62.00
Werewolf (#137) .....4	2.75	3.75	4.75	Champion on Heavy				Heavy Lancer on				Podu (#158) .....PR3	24.00	32.00	40.00
Werewolf (#138) .....5	4.25	5.25	6.20	Warhorse (#137) .....6	18.00	22.00	27.00	Heavy Warhorse (#114) .5	4.00	5.00	6.00	Rathgad Thunderhoof (#168) .PR6	58.00	70.00	82.00
Wood Golem (#51) .....2	1.25	1.75	2.25	Carmentel the Savior (#170) .PR5	54.00	65.00	78.00	Hieraj (#162) .....PR5	50.00	62.00	75.00	Rendark (#148) .....PR3	20.00	27.00	32.00
Wood Golem (#52) .....3	1.75	2.50	3.00	Deepwood Sentinel (#34) .1	1.00	1.25	1.75	High Battle Mage on				Scarabot (#159) .....PR5	54.00	65.00	78.00
Wood Golem (#53) .....4	2.60	3.75	4.80	Deepwood Sentinel (#35) .2	1.00	1.50	2.00	Scorpion Mount (#133) .6	18.00	24.00	28.00	Scorpion Crossbowman			
Woodland Scout (#13) .....1	1.00	1.25	1.75	Deepwood Sentinel (#36) .3	1.40	2.00	2.50	Sharp Elf General (#139) .6	15.00	21.00	25.00	on Scorpion Mount (#91) .3	2.75	3.75	4.75
Woodland Scout (#14) .....2	1.25	1.75	2.25	Doomathak (#163) .....PR5	41.00	52.00	62.00	Huntsman (#58) .....2	1.25	1.75	2.25	Scorpion Crossbowman			
Woodland Scout (#15) .....3	2.00	2.75	3.25	Elf-at-Arms (#29) .....1	.50	.75	1.00	Huntsman (#59) .....3	1.50	2.25	2.80	on Scorpion Mount (#92) .4	3.25	4.25	5.00
Wraith (#155) .....6	16.00	22.00	27.00	Elf-at-Arms (#30) .....3	1.40	2.00	2.50	Huntsman (#60) .....4	2.00	2.75	3.50	Scorpion Crossbowman			
Zombie (#25) .....1	.75	1.00	1.50	Elrodon Lightfoot (#167) .PR5	70.00	84.00	95.00	Iron Lung (#4) .....1	.50	.75	1.00	on Scorpion Mount (#93) .5	4.00	5.00	6.00
Zombie (#26) .....2	1.25	1.75	2.25	Elven Zealot (#61) .....2	1.25	1.75	2.25	Iron Lung (#5) .....2	1.00	1.50	2.00	Scorpion Gunner			
Zombie (#27) .....3	1.50	2.25	2.80	Elven Zealot (#62) .....3	1.50	2.25	2.80	Iron Lung (#6) .....3	1.25	1.75	2.25	on Scorpion Mount (#95) .3	2.75	3.75	4.75
				Elven Zealot (#63) .....4	2.00	2.75	3.50	Jolum the Fish (#144) .....PR4	26.00	35.00	43.00	Scorpion Gunner			
				Faith Healer (#64) .....2	1.25	1.75	2.25	Karnardria ((#161) .....PR6	54.00	65.00	78.00	on Scorpion Mount (#96) .4	3.25	4.25	5.00
				Faith Healer (#65) .....3	1.50	2.25	2.80	Keening Daemana (#165) .PR6	58.00	72.00	85.00	Scorpion Gunner			
				Faith Healer (#66) .....4	2.00	2.75	3.50	Khamsin Gunslinger (#22) .1	.50	.75	1.00	on Scorpion Mount (#97) .5	5.00	7.00	9.00
				Fell Banshee on Skeletal				Khamsin Gunslinger (#23) .2	1.00	1.50	2.00	Scythapox (#164) .....PR6	65.00	80.00	90.00
				Fell Beast (#103) .....3	2.75	3.75	4.75	Khamsin Gunslinger (#24) .3	1.25	1.75	2.25	Shazardek (#145) .....PR4	28.00	35.00	43.00
				Fell Banshee on Skeletal				King of the Dead on				Shield Maiden (#19) .....1	.50	.75	1.00
				Fell Beast (#104) .....4	3.50	4.50	5.50	Skeletal Fell Beast (#135) 6	20.00	30.00	38.00	Shield Maiden (#20) .....2	1.00	1.25	1.75
				Fell Banshee on Skeletal				Laurell (#146) .....PR4	32.00	39.00	48.00	Shield Maiden (#21) .....3	1.40	2.00	2.50
				Fell Beast (#105) .....5	4.00	5.00	6.00	Lich (#141) .....6	18.00	24.00	28.00	Shieldwall Knight (#67) .....2	1.25	1.75	2.25
				Fell Reaper on Skeletal				Light Cavalier on				Shieldwall Knight (#68) .....3	1.40	2.00	2.50
				Fell Beast (#97) .....3	2.75	3.75	4.75	Light Warhorse (#115) .3	2.75	3.75	4.75	Shieldwall Knight (#69) .....4	2.00	2.75	3.50
				Fell Reaper on Skeletal				Light Cavalier on				Slurshem (Zombie) (#147) .PR3	19.00	25.00	30.00
				Fell Beast (#98) .....4	3.25	4.25	5.00	Light Warhorse (#116) 4	2.50	3.50	4.50	Sneagu (#173) .....PR6	45.00	56.00	64.00
				Fell Reaper on Skeletal				Light Lancer on				Soaring Crossbowman on			
				Fell Beast (#99) .....5	4.00	5.00	6.00	Light Warhorse (#117) .5	4.00	5.00	6.00	Dragonfly Mount (#94) .3	2.75	3.75	4.75
				Flesh Golem (#55) .....2	1.25	1.75	2.25	Light Lancer on				Soaring Crossbowman on			
				Flesh Golem (#56) .....3	1.50	2.25	2.80	Light Warhorse (#109) .3	2.75	3.75	4.75	Dragonfly Mount (#95) .4	3.25	4.25	5.00
				Flesh Golem (#57) .....4	2.00	2.75	3.50	Light Lancer on				Soaring Crossbowman on			
				Gale Brouseboss (#149) .PR4	30.00	38.00	47.00	Light Warhorse (#110) .4	3.25	4.25	5.00	Dragonfly Mount (#96) .5	4.00	5.00	6.00
				Gishki (#156) .....PR3	18.00	25.00	30.00	Light Lancer on				Soaring Gunner on			
								Light Warhorse (#111) .5	4.00	5.00	6.00	Dragonfly Mount (#98) .3	2.75	3.75	4.75

## LANCERS

WIZARDS 2001

Full Set including Ultra-Rares ..... 225.00 310.00 400.00

Abydar (#180) .....PR6	60.00	78.00	86.00
Ankhar Archer on			
Ankhar (#130) .....3	2.50	3.50	4.25
Ankhar Archer on			
Ankhar (#131) .....4	3.50	4.50	5.50
Ankhar Archer on			
Ankhar (#132) .....5	4.00	5.00	6.00
Ankhar Butcher on			
Ankhar (#124) .....3	2.75	3.75	4.75
Ankhar Butcher on			
Ankhar (#125) .....4	3.50	4.50	5.50
Ankhar Butcher on			
Ankhar (#126) .....5	4.00	5.00	6.00
Arcane Draconum (#142) .6	28.00	36.00	45.00
Barber-Surgeon (#76) .....2	1.25	1.75	2.25
Barber-Surgeon (#77) .....3	1.50	2.25	2.80

# DUNGEONS PREVIEW



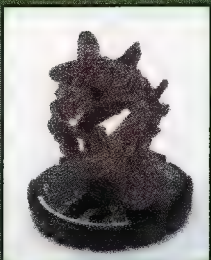
WIND MINION



FLAME MINION



WATER MINION



ROCK MINION



WYVERN



THANATOS REAPER



REVENANT PRIEST



GATE LORD



DAREN BRAKENSWORD



MAEK-KUNG ALMET LAN



whirlwind  
Expansion



# MAGE KNIGHT

W H I R L W I N D

## Storming Battlefields in November

Over 140 new characters  
including the brutish Krugg,  
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12 new special abilities  
including Sweep & Venom

One double-base  
mounted & three  
standing  
figures in  
every booster

**Booster Pack**



**WARNING:**  
Massive Destructive Power Inside!



147 KIDS



# INQUEST gamer Players Guide

## MAGIC

### The Gathering®

## CARD DESCRIPTION

**Now you know what to call the card.**

**The Meddling Mage is a wizard.**

**INQUEST GAMER** has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

**Explains exactly what the card does.**

**Card's illustration.**



**Meddling Mage costs one white and one blue mana to play.**

**Tells you what set the card belongs to and the card's rarity. The Mage is a rare from the Planeshift expansion.**

**Story-related stuff.**

**Only for creatures.**

## STOP! You need this guide!

It may look like your standard listing of Magic cards but it's much more than that. This special expanded players guide lists the current "Oracle" wording for every legally playable card ever printed. As the rules for Magic have changed, many cards have been reworded, sometimes completely changing them. This guide lists the current wording for every card. Take a few minutes and see how your old favorites have changed.

### NAME KIND CR PR COST SETS

#### ARTIFACT

Acidic Dagger	ART R	..	..	..	MG
Whenever target creature deals combat damage to a non-Wall creature this turn, destroy that non-Wall creature. When the targeted creature weaves play this turn sacrifice Acidic Dagger. Play this ability only during combat before the declare blockers step.					
Adarkar Sentinel	AC U	..	..	..	IA
Adarkar Sentinel gets +0/+1 until end of turn. 3/3.					
Aglio of the Mask	ART R	..	..	..	IA
Target 1/1 creature gets +1/+2 until end of turn.					
Acolyte	ART R	..	..	..	FE
Sacrifice Acolyte. Acolyte deals 2 damage to target creature or player.					
Aether Hilder	AC C	..	..	..	AI
Flying Aether Hilder can't play 2/1.					
Al-abara's Gwynt	ART R	..	..	..	LG
If an attacking creature without flying would deal damage to you this turn, prevent that damage.					
Aladdin's Lamp	ART U	..	..	..	R,4AN
The next time you would draw a card this turn instead look at the top X cards of your library and choose one of them. Draw it, then shuffle the rest and put them on the bottom of your library. X can't be 0.					
Aladdin's Ring	ART R	..	..	..	R,4,5,6,7AN
Aladdin's Ring deals 4 damage to target creature or player.					
Alchor's Tomb	ART R	..	..	..	LG
Target permanent you control becomes the color of your choice.					
Alloy Golem	AC U	..	..	..	IN
As Alloy Golem comes into play choose a color. Alloy Golem is the chosen color. 4/4.					
Altar of Domination	ART R	..	..	..	TM
Sacrifice a creature. Target player puts a number of cards equal to the sacrificed creature's power from the top of his library into his graveyard.					
Amber Prison	ART R	..	..	..	6MG
You may choose not to untap Amber Prison during your untap step. Tap target artifact creature or land. As long as Amber Prison remains tapped that permanent doesn't untap during its controller's untap step.					
Amulet of Kismet	ART C	..	..	..	4,5AQ
Prevent the next 1 damage that would be dealt to target creature or player this turn.					
Amulet of Quetz	ART R	..	..	..	IA
Remove Amulet of Quetz from your deck before playing it. You're not playing for ante. Sacrifice Amulet of Quetz; target opponent may add the top card of his library to the					

### NAME KIND CR PR COST SETS

Amulet of Unmaking	ART R	..	..	..	MG
Remove Amulet of Unmaking from the game. Remove target artifact creature or land from the game. Pay this ability only any time you could play a sorcery.					
Angel's Trumpet	ART U	..	..	..	UL
Attacking doesn't cause creatures to tap. At the end of each player's turn, tap all untapped creatures that player controls that didn't attack this turn. Angel's Trumpet deals to the player damage equal to the number of creatures tapped this way.					
Ankh of Mishra	ART R	..	..	..	LU,R,4,5,6
Wherever a land comes into play, Ankh of Mishra deals 2 damage to that and its controller.					
Arrival of Bogardan	ART R	..	..	..	VS
Players have no maximum hand size. At the beginning of each player's draw step, that player draws a card, then discards a card from his hand.					
Apocalypse Chime	ART R	..	..	..	HL
Sacrifice Apocalypse Chime; Destroy all cards from the Apocalypse expansion. They can't be regenerated.					
Arcum's Signet	ART U	..	..	..	IA
Attaching this turn doesn't cause target creature to tap. Pay this ability only if defending player controls a snow-covered land.					
Arcum's Weatherwane	ART U	..	..	..	IA
Target snow-covered land becomes non-snow-covered. Target non-snow-covered land becomes snow-covered.					
Arcum's Whistle	ART U	..	..	..	IA
Target non-Wall creature's controller may pay that creature's converted mana cost. If he doesn't, the creature attacks this turn if able, and at end of turn, destroy it if it didn't attack. Pay this ability only during the creature's controller's turn before attacks are declared. You can't target a creature that came under its controller's control this turn.					
Arena of the Ancients	ART R	..	..	..	CHLG
Legend creatures don't untap during their controllers untap steps. When Arena of the Ancients comes into play, tap all Legend creatures.					
Armageddon Clock	ART U	..	..	..	R,4,4AQ
At the beginning of your upkeep, put a doom counter on Armageddon Clock. At the beginning of your draw step, Armageddon Clock deals damage to each player equal to the number of doom counters on it. Remove a doom counter from Armageddon Clock. Any player may play this ability but only during upkeep.					
Ashtond's Altar	ART U	..	..	..	6,6,CHAQ

### NAME KIND CR PR COST SETS

Sacrifice a creature. Add two colorless mana to your mana pool.					
Ashtond's Battle Gear	ART U	..	..	..	4AQ
You may choose not to untap Ashtond's Battle Gear during your untap step. Target creature you control gets +2/-2 as long as Ashtond's Battle Gear remains tapped.					
Ashtond's Cylind	ART R	..	..	..	AI
Target player looks at the top three cards of his library, puts one of them back on top of his library, then removes the rest from the game.					
Ashtond's Transmogrifier	ART C	..	..	..	5,CHAQ
Sacrifice Ashtond's Transmogrifier. Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact creature.					
Assembly Hall	ART R	..	..	..	MM
Reveal a creature card in your hand. Search your library for a card with the same name as that card, reveal the card and put it into your hand. Then shuffle your library.					
Astrofiche	ART C	..	..	..	AI
Sacrifice Astrofiche. Add two mana of any one color to your mana pool. Draw a card at the beginning of the next untap step.					
Balm of Restoration	ART R	..	..	..	FE
Sacrifice Balm of Restoration. Choose one—you gain 2 life or prevent the next 2 damage that would be dealt to target creature or player this turn.					
Barbed Sealant	ART C	..	..	..	5,IA
Sacrifice Barbed Sealant. Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.					
Barbed Wire	ART U	..	..	..	MM
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. Prevent the next 1 damage that would be dealt by Barbed Wire this turn.					
Barrening Table	ART R	..	..	..	MM
Draw a card. X is the number of cards in an opponent's hand as you play this ability.					
Barl's Cage	ART R	..	..	..	5,CHDK
Target creature doesn't untap during its controller's next untap step.					
Barrin's Codex	ART R	..	..	..	UZ
At the beginning of your upkeep you may put a page counter on Barrin's Codex. Sacrifice Barrin's Codex. Draw X cards, where X is the number of page counters on Barrin's Codex.					
Basalt Golem	AC U	..	..	..	MG
Basalt Golem can't be blocked by artifact creatures. Whenever Basalt Golem becomes blocked by a creature, destroy that creature at end of combat. It can't be regenerated. Then the creature's controller puts a 0/2 Stone artifact creature					

### NAME KIND CR PR COST SETS

Basalt Monolith	ART U	..	..	..	LU,R
Basalt Monolith doesn't untap during your untap step. At the beginning of your upkeep you may pay 1. If you do, untap Basalt Monolith. Add three colorless mana to your mana pool.					
Baton of Morale	ART U	..	..	..	IA
Target creature gains banding until end of turn.					
Battering Ram	ART C	..	..	..	4,5AQ
At the beginning of your combat phase, Battering Ram gains banding until end of combat. Whenever Battering Ram becomes blocked by a Wall, destroy that Wall at end of combat. 1/1.					
Beast of Burden	AC R	..	..	..	7UL
Beast of Burden's power and toughness are each equal to the total number of creatures in play. 1/1.					
Belba's Armor	ART U	..	..	..	NE
Target creature gets -X/-X until end of turn.					
Belba's Portal	ART R	..	..	..	NE
As Belba's Portal comes into play, choose a creature type.					
Put a creature card of the chosen type from your hand into play.					
Black Lotus	ART R	.....	..	..	LU
Sacrifice Black Lotus. Add three mana of a single color to your mana pool.					
Black Mana Battery	ART R	..	..	..	4LG
Put a charge counter on Black Mana Battery.					
Remove any number of charge counters from Black Mana Battery. Add 1 to your mana pool, plus 1 for each charge counter removed this way.					
Black Vise	ART U	.....	..	..	LU,R
As Black Vise comes into play, choose target opponent. At the beginning of the chosen player's draw step, Black Vise deals 1 damage to that player, where X is the number of cards greater than four in his hand.					
Bloodstained Cane	ART U	..	..	..	HI
Add 1 to your mana pool.					
Blue Mana Battery	ART R	..	..	..	4LG
Put a charge counter on Blue Mana Battery.					
Remove any number of charge counters from Blue Mana Battery. Add 1 to your mana pool, plus 1 for each charge counter removed this way.					
Bone Flute	ART U	..	..	..	DK
All creatures get -1/-0 until end of turn.					
Bone Mask	ART R	..	..	..	MG
The next time a source of your choice would deal damage to you this turn, prevent that damage. For each 1 damage prevented this way, remove the top card of your library from the game.					
Booby Trap	ART R	..	..	..	TM
As Booby Trap comes into play, name a card other than a basic and card and choose an opponent. Reveal all cards the chosen player draws as they're drawn. When a card drawn by the chosen player is the named card, sacrifice Booby Trap to have it deal 10 damage to that player.					
Book of Rass	ART R	..	..	..	CHDK
Pay 2 life. Draw a card.					
Bodisium Strip	ART R	..	..	..	WL
Until end of turn if the top card in your graveyard is an instant or sorcery card you may play that card as though it were in your hand. If you do, remove it from the game instead of putting it in its owner's graveyard.					
Bottle Gnomes	AC U	..	..	..	TM
Sacrifice Bottle Gnomes. You gain 3 life. 1/3.					
Bottle of Suleiman	ART R	..	..	..	R,4,5,6AN
Sacrifice Bottle of Suleiman. Play a card. If you lose the flip, sacrifice Bottle of Suleiman. If you win, if you win the flip put a 5/5 Bann artifact creature token with flying into play.					
Broadwood Cup	ART U	..	..	..	UD
You gain 1 life.					
Broadwood Sentinel	ART U	..	..	..	UD
Sacrifice Broadwood Sentinel. Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.					
Brass Herald	SC U	..	..	..	AP
As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type into your hand and the rest on the bottom of your library. All creatures of the chosen type get +1/+1. 2/2.					
Brass Man	AC U	..	..	..	R,4AN
Brass Man doesn't untap during your untap step. Untap Brass Man. Play this ability only during your upkeep. 1/3.					
Brass Secretary	AC U	..	..	..	UD
Sacrifice Brass Secretary. Draw a card. 2/1.					
Brass-Talon Chimera	ART R	..	..	..	VS
First strike. Sacrifice Brass-Talon Chimera. Put a +2/+2 counter on target Chimera and that Chimera gains first strike. 2/2.					
Bronze Horse	AC R	..	..	..	CHLG
Temple. As long as you control another creature, prevent all damage that would be dealt to Bronze Horse by spells that target it. 4/4.					
Bronze Tablet	ART R	..	..	..	4AQ
Remove Bronze Tablet from your deck before playing it. You're not playing for ante. Bronze Tablet comes into play tapped. Target creature's controller may pay 10 life. If he does, sacrifice Bronze Tablet. If he doesn't, sacrifice Bronze Tablet and that creature from the game and exchange ownership of those cards.					
Bibblix Matrix	ART R	..	..	..	WL
Prevent all damage that would be dealt to creatures.					
Bulwark	ART U	..	..	..	SH
Bulwark deals 1 damage to target creature that creature attacks this turn if able.					
Callrops	ART U	..	..	..	7UD
Whenever a creature attacks, Callrops deals 1 damage to it. Canalsabra of Tawnos. ART R					
Untap X target ants.					
Cathodon	AC U	..	..	..	UZ
When Cathodon is put into a graveyard from play, add three colorless mana to your mana pool. 3/3.					
Celestial Prism	ART R	..	..	..	LU,R

**MAGIC FACT** Magnetic Mountain is the only red card in Arabian Nights that isn't a creature.

## MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART	Artifact	EC	Enchant Creature	EW	Enchant World	LAN	Land	SL	Summon Legend
AC	Artifact Creature	EL	Enchant Land	INS	Instant	LL	Legendary Land	SOR	Sorcery
EA	Enchant Artifact	EN	Enchantment	LA	Legendary Artifact	SC	Summon Creature	SP	Spell Card

1 Banned in Type 1 2 Restricted in Type 1 3 Banned in Extended 4 Banned in Block Format







NAME	KIND	CR	PR	COST	SETS
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**MAGIC FACT** The first coin-flip *Magic* was in 1935, during the *Wizard Of Oz* tour. The first coin-flip *Magic* was in 1935, during the *Wizard Of Oz* tour.



	KIND	DN	PR	COST	SETs
Wherever Shift Sphere blocks, play a -0/-1 counter on it. D/C.					
Shifting Wall	AC	U	•••		SH
Shifting Wall comes into play with X +1/+1 counters on it. D/C.					
Sisay's Ring	ART	C	•		NVS
• Add two colorless mana to your mana pool.					
Skul Catapult	ART	U	•••		5/LA
• Sacrifice a creature: Skul Catapult deals 2 damage to target creature or player.					
Skull of Urn	ART	U	•••		DK
• Return target enchantment card from your graveyard to your hand.					
Skull of Rarnos	ART	R	•••		MM
• Add one black mana to your mana pool. Sacrifice Skull of Rarnos: Add one black mana to your mana pool.					
Sky Diamond	ART	U	•••		6/TM
Sky Diamond comes into play tapped. • Add • to your mana pool.					
Skyshaper	ART	U	•••		E
Skyshaper Skyshaper. Creatures you control gain flying until end of turn.					
Skyship Weatherlight	ART	R	•••		PS
When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library.					
• Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into your mana pool.					
Smokestack	ART	R	••		LZ
At the beginning of your upkeep you may put a scot counter on Smokestack. At the beginning of each player's upkeep, that player sacrifices a permanent for each scot counter on Smokestack.					
Sonate Basket	ART	R	•••		6/V5
Sonate Basket. Put X 1/1 green Cobra creature tokens into play. Play this ability only any time you could play a sorcery.					
Snow Fortress	AC	R	•••		IA
• Snow Fortress gets +1/+0 until end of turn. • Snow Fortress gets +0/-1 until end of turn. U/A					
Sol Ring	ART	R	••		AI
As Sol Ring comes into play, choose a color. • Add one mana of the chosen color to your mana pool.					
Sol Ring	ART	U	•••		LUR
• Add two colorless mana to your mana pool.					
Solvelei Digger	ART	R	••		AI
• Put the top card of your graveyard on the bottom of your library.					
Solvelei Golem	AC	R	•••		IA
Scout Golem doesn't untap during your Untap step. At the beginning of your upkeep, you may untap target tapped creature an opponent controls. If you do, untap Solvelei Golem. 5/3					
Solvelei Sentry	AC	C	••		AI
• The next time Solvelei Sentry would be destroyed this turn, untap it and it regenerates and target opponent may draw a card. 1/1					
Solvelei Simulacrum	AC	U	•••		IA
Cumulative upkeep. •• Solvelei Simulacrum gets +1/+0 until end of turn. 2/4					
Solvelei Steam Beast	AC	C	••		AI
Whenever Solvelei Steam Beast becomes tapped, target opponent gains 2 life. • Regenerate Solvelei Steam Beast. 4/2					
Soul Net	ART	U	•••		LUR 4.6.8 / 7
Whenever a creature is put into a graveyard from play, you may pay ••• to do you gain 1 life.					
Sparring Golem	AC	C	•••		IV
Whenever Sparring Golem is put into a graveyard, it gets +1/+1 until end of turn for each creature blocking it. 2/2					
Spellbook	ART	R	•••		7EX
You have no maximum hand size.					
Sphere of Resistance	ART	R	••		EX
Sukes out • more to play					
Spirit Shield	ART	U	•••		FE
You may choose not to tap Spirit Shield during your upkeep. •• Target creature gets +0/-2 as long as Spirit Shield remains tapped.					
Squire's Toy	ART	C	••		TM
• Prevent the next 1 damage that would be dealt to target creature this turn.					
Staff of the Ages	ART	C	•••		AO
• Creatures with landwalk abilities may be blocked as though they didn't have those abilities.					
Staff of Zegon	ART	C	•••		AO
• Target creature gets -2/-0 until end of turn.					
Standing Stones	ART	U	••		DK
• Pay 1 life: Add one mana of any color to your mana pool.					
Star Gem	ART	U	•••		PS
Star Gem comes into play tapped. • Add to your mana pool one mana of any color a basic land you control could produce.					
Static Orb	ART	R	•••		7TM
As long as Static Orb is untapped, players can't untap more than two permanents during their untap steps.					
Steel Biskit	ART	R	•••		WL
You can't play creature spells 3/4.					
Stone Golem	ART	R	••		DK
Spells you play cost you to ••• to play.					
Storage Matrix	ART	R	•••		UD
As long as Storage Matrix is untapped, before a player untaps all permanents he controls during his Untap step, that player chooses an artifact, creature, or land. Permanents out of the chosen type can't untap this untap step.					
Storm Cauldron	ART	R	•••		6/AI
Each player may play an additional land during each of his turns. Whenever a land is tapped for mana, return it to its owner's hand.					
Stratodon	AC	U	•••		PS
Stratodon costs ••• to play for each basic land type among lands you control. Trample 5/5.					
Straw Golem	AC	U	••		WL
When an opponent plays a creature spell, sacrifice Straw Golem. 2/3					
Suchi	AC	U	••		AQ
When Su. Chi is put into a graveyard from play, and four or more of the Ages come into play, •••					
Sunglasses of Urz	ART	R	••		LUR 4
• Add •• to your mana pool.					
Sunstone	ART	U	••		JA
• Sacrifice a snow-covered land: Prevent all combat damage that would be dealt this turn.					
Sword of the Ages	ART	R	•••		LG
Sword of the Ages comes into play tapped. • Remove Sword of the Ages and one of your creatures you control from the game. Sword of the Ages deals X damage to target creature or player, where X is the total X of the crea-					



# MAGIC

## The Gathering

### Players Guide

NAME	KIND	CR	PR	COST	SETS
Sword of the Gossamer	SL	R	•	•	SH
Tablet of Eridon	AR	•	•	•	AQ
Tangle Wire	AC	R	•	•	NE
Tawmoss's Coffin	AC	R	•	•	AQ
Tawmoss's Wand	ART	U	•	•	4A
Tawmoss's Weaponry	ART	U	•	•	4.5A
Teel's Dragon	AC	R	•	•	MG
Telet's Puzzle Box	ART	R	•	•	6.7VS
Tek	AC	R	•	•	IN
Telet's Tor's Darts	ART	U	•	•	MG
Temporal Aperture	ART	R	•	•	UZ
Tetravus	AC	R	•	•	4A
The Hive	AC	U	•	•	LUR.4.5.6
The Black	ART	U	•	•	LUR.4A
Thopter Squadron	AC	R	•	•	EX
Thran Dynamics	ART	L	•	•	UD
Thran Forge	ART	U	•	•	WL
Thran Foundry	ART	U	•	•	UD
Thran Golem	AC	R	•	•	UD
Thran Lens	ART	R	•	•	WL
Thran Tome	ART	R	•	•	WL
Thran Turbine	ART	U	•	•	UD
Thran War Machine	AC	U	•	•	4.5
Thran Weaponry	ART	R	•	•	UD
Ticking Gnomes	AC	U	•	•	UL
Tigereye Cameo	ART	U	•	•	IN
Time Bomb	ART	R	•	•	5.1A

ber of time counters on Time Bomb.

**Time Vault** ART R • • • LU  
Time Vault comes into play tapped. Time Vault doesn't untap during your untap step. If you would tap a turn instead you may untap Time Vault and put a time counter on it. Remove all time counters on Time Vault: take an extra turn after this one. Play this ability if only there is a time counter on Time Vault.

**Tin-Wing Chimera** AC U • • • VS  
Flying Sacrifice Lin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying 2/2.

**Tooth of Rames** ART R • • • MM  
• Add one white mana to your mana pool. Sacrifice tooth of Rames: Add one white mana to your mana pool.

**Tortoise's Crypt** ART C • • • CHDK  
Sacrifice Tortoise's Crypt: Remove all cards in target player's graveyard from the game.

**Torture Chamber** ART R • • • TM  
At the beginning of your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals damage to you equal to the number of pain counters on it. • Remove all pain counters from Torture Chamber. Torture Chamber deals to target creature damage equal to the number of pain counters removed this way.

**Touchstone** ART U • • • WL  
• Tap target artifact you don't control.

**Tower of Colossal** ART U • • • DK  
• Target creature can't be blocked by Walls this turn.

**Teyrn's Wand** AC U • • • MM  
• Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn 1/1.

**Transmoglyphing Lizard** AC U • • • EX  
• Transmoglyphing Lizard loses 1 adrobes and becomes an enchant creature that gains "Enchanted creature gets +1/+1 and is an artifact creature." Enchant another target creature with Transmoglyphing Lizard. If Transmoglyphing Lizard enchants a creature, you may pay 1 to end this effect 2/2.

**Treva's Attendant** ART C • • • IN  
• Sacrifice Treva's Attendant: Add •••• to your mana pool 3/3.

**Urza's Engine** AC R • • • AI  
Urza's Engine gains banding until end of turn. • Attacking creatures banded with Urza's Engine gain trample until end of turn 1/5.

**Urza's Filter** ART R • • • IN  
Multicolored spells cost up to 2 less to play.

**Urza's Incubator** ART R • • • UD  
As Urza's Incubator comes into play, choose a creature type. Creature spells of the chosen type cost 2 less to play.

**Urza's Walker** ART R • • • AQ  
Whenever an artifact you control is put into a graveyard from play if it wasn't sacrificed, you may pay 1. If you do, draw a card.

**Ventifact Bottle** ART R • • • MG  
• Put X charge counters on Ventifact Bottle. Play this ability only any time you could play a sorcery. At the beginning of your precombat main phase, if Ventifact Bottle has a charge counter on it, tap it and remove all charge counters from it. Then add to your mana pool an amount of colorless mana equal to the number of charge counters removed this way.

**Vexing Arcanic** ART R • • • IA  
Target player names a card and then reveals the top card of his library. If it's the card named, the player puts it into his hand. Otherwise, the player puts it into his graveyard and Vexing Arcanic deals 2 damage to him.

**Vibrating Sphere** ART R • • • IA  
Creatures you control get +2/+0 during your turn. Creatures you control get -1/-2 during other players' turns.

**Vissling** ART AC U • • • NE  
At the beginning of each opponent's upkeep, Vissling deals X damage to that player, where X is the number of cards in his hand minus four 2/2.

**Volrath's Laboratory** ART R • • • SH  
As Volrath's Laboratory comes into play, choose a color and creature type. • Put into play a 2/2 creature token of the chosen color and type.

**Voltaic Key** ART U • • • UZ  
• Untap target artifact.

**Voodoo Doll** ART R • • • CHLG  
At the beginning of your upkeep, put a pin counter on

during his draw step.

**Well of Life** ART U • • • PY  
At the end of your turn if you control no untapped lands, you gain 2 life.

**Whelplein, Glimmer** ART U • • • IA  
• Target creature with power 3 or less gains flying until end of turn.

**Wheel of Torture** ART R • • • UL  
At the beginning of each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his hand.

**Whelplein** ART R • • • UZ  
• Each player puts the top two cards of his library into his graveyard.

**Whispering Gasp** ART R • • • AI  
• Remove the top two cards of your library from the game. Whispering Gasp deals 1 damage to each creature with flying and each player.

**White Mana Battery** ART R • • • 4LG  
• Put a charge counter on White Mana Battery. • Remove any number of charge counters from White Mana Battery: Add •••• to your mana pool, plus 1 for each charge counter removed this way.

**Winter Orb** ART R • • • LUR.4.5  
As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

**Wirecave** AC U • • • UZ  
Wirecave can't attack or block if an enchantment is in play 4/3.

**Wizards Sphere** ART U • • • LUR.4.5.6.7  
Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

**Workhorse** AC R • • • EX  
Workhorse comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool 0/0.

**Worn Powerstone** ART U • • • UZ  
Worn Powerstone comes into play tapped. • Add two colorless mana to your mana pool.

**Worry Beads** ART R • • • MM  
At the beginning of each player's upkeep, that player puts the top card of his library into his graveyard.

**Xanthic Statue** ART R • • • WL  
• Until end of turn, Xanthic Statue becomes an 8/8 artifact creature with trample.

**Yorlin Soldier** AC R • • • 4EQ  
Attacking doesn't cause Yorlin Soldier to tap 1/4.


**Zeylon Sword** ART R • • • IA  
You may choose not to untap Zeylon Sword during your untap step. • Target creature gets +2/+0 as long as Zeylon Sword remains tapped.

**Zuran Orb** ART U • • • IA  
Sacrifice a land. You gain 2 life.

## TOP TEN ODYSSEY CARDS

### DIVINE INTERVENTION

Thank God this one wasn't around in the heyday of Lin Sivvi and her rebels—they were mighty enough without a +2/+2 each. Especially with all white's mystic creatures gaining bonuses and flying for threshold, it's safe to say we'll see plenty of weenies growing on the tourney scene. Can we say that in a family publication? No! Good thing we're not a family publication.



White creatures get +1/+1.  
Threshold—White creatures get an additional +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)  
Their whispered prayers rally the nomads better than any war cry could.

**Triangle of War** ART R • • • VS  
• Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

**Trinassic Egg** ART R • • • CHLG  
• Put an incubation counter on Trinassic Egg. Sacrifice Trinassic Egg: Put a creature card from your hand or graveyard into play this ability only if there are two or more incubation counters on Trinassic Egg.

**Triskelion** AC R • • • 4AQ  
Triskelion comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player 1/1.

**Trail-Blaze Golem** ART U • • • IN  
• Add •••• or •••• to your mana pool.

**Isaiah's Web** ART R • • • IN  
When Isaiah's Web comes into play, draw a card. Lands with an activated ability that doesn't produce mana can't untap during their controllers' untap steps.

**Unkillious** ART R • • • UZ  
At the beginning of each player's upkeep, that player returns a permanent he controls to its owner's hand unless he pays 2 life.

**Unerring Sting** ART U • • • MG  
• Tap an untapped creature you control. Unerring Sting deals damage equal to the target creature's power to target attacking or blocking creature with flying.

**Urza's Armor** ART U • • • UZ  
Each time a source would deal damage to you, it deals that much damage minus 1 instead.

**Urza's Avenger** AC R • • • 4.5AQ  
• Urza's Avenger gets -1/-1 and gains your choice of banding, flying, first strike, or trample until end of turn 4/4.

**Urza's Bastion** ART U • • • 5.1A  
• Sacrifice Urza's Bastion: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

**Urza's Blueprint** ART R • • • UL  
Echo. • Draw a card.

**Urza's Chalice** ART C • • • AQ  
Whenever a player plays an artifact spell, you may pay 1. If you do, you gain 1 life.

**Voodoo Doll** ART R • • • CHLG  
At the end of your turn, if Voodoo Doll is untapped, sacrifice it and it deals X damage to you, where X is the number of pin counters on it. • Voodoo Doll deals X damage to target creature or player where X is the number of pin counters on Voodoo Doll.

**Walking Wall** AC U • • • IA  
• Walking Wall gets +3/+1 until end of turn and may attack the turn as though it weren't a Wall. Play this ability only once each turn 0/6.

**Wall of Junk** AC U • • • UZ  
Whenever Wall of Junk blocks, return it to its owner's hand at end of combat 0/7.

**Wall of Shields** AC U • • • IA  
Banding 0/4.

**Wall of Spears** AC U • • • 4.5.7AQ  
First strike 2/3.

**Ward of Denial** ART R • • • 6VS  
• Look at the top card of target player's library. If it's a non-land card, you may pay 2 life. If you do, put it into that player's graveyard.

**Ward of Wits** ART U • • • DK  
• Choose a card at random from target player's hand and look at the card. If it's a land card, that player discards it or pays 1 life. If it's a non-land card, the player discards it or pays 1 life to its converted mana cost. Play this ability only during your turn.

**War Barge** ART U • • • DK  
• Target creature gains isowalk until end of turn. When War Barge leaves play this turn, destroy that creature. A creature destroyed this way can't be regenerated.

**War Chariot** ART U • • • IA  
• Target creature gains trample until end of turn.

**Watchtower** AC U • • • PY  
Watching blocks if able. Whenever a creature attacks you, if Watchtower is untapped, that creature gets -1/-0 until end of turn 1/2.

**Weakstone** ART U • • • AQ  
Attacking creatures get -1/-0.

**Well of Discovery** ART R • • • CHLG  
At the end of your turn, if you control no untapped lands, draw a card.

**Well of Knowledge** ART R • • • WL  
• Draw a card. Any player may play this ability but only

## BLACK

**Abandon Hope** SR U • • • X-1 • • • IM  
As an additional cost to play Abandon Hope, discard X cards from your hand. Look at target opponent's hand and choose X cards from it. That player discards those cards.

**Abomination** SR U • • • 4LG  
Whenever Abomination comes into play, choose a creature. Destroy that creature at end of combat 2/5.

**Abyssal Gatekeeper** SC C • • • WL  
When Abyssal Gatekeeper is put into a graveyard from play, each player sacrifices a creature 1/1.

**Abyssal Horror** SC R • • • 7UZ  
Flying. Whenever Abyssal Horror comes into play, target player discards two cards from his hand 2/2.

**Abyssal Hunter** SC R • • • 6MG  
• Tap target creature. Abyssal Hunter deals damage equal to Abyssal Hunter's power to that creature 1/1.

**Abyssal Specter** SC U • • • 5.6.7A  
Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his hand 2/3.

**Addie** SR U • • • IN  
Choose a color. Target player reveals his hand. Then you choose a card of that color from it. That player discards that card.

**Agent of Shazuku** SC C • • • PY  
• Sacrifice a land. Target creature gets +2/+0 until end of turn 1/1.

**Agonizing Demise** INS C • • • IN  
Nicker ••• Destroy target nonblack creature. It can't be regenerated. If you paid the nicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

**Agonizing Memories** SR U • • • 6.7WL  
Look at target player's hand and choose two cards from it. Then put them on top of that player's library in any order.

**Aku Djinn** SC R • • • VS  
Flying. At the beginning of your upkeep, add a +1/+1 counter on each creature you don't control 5/6.

**All Hallow's Eve** EN R • • • LG  
All Hallow's Eve comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from All Hallow's Eve. When All Hallow's Eve has no time counters on it, each player returns all creature cards from his graveyard to play.

**Alley Grippers** SC C • • • MM  
Whenever Alley Grippers becomes blocked, defending player discards a card from his hand 2/2.

**Andradite Leech** SC R • • • IN  
Black spell, you pay cost ••• more to play. Andradite Leech gets +1/+1 until end of turn 2/2.

**Animate Dead** EN U • • • LUR.4.5  
As Animate Dead comes into play, choose a creature card in a graveyard. When Animate Dead comes into play, put the chosen card into play and Animate Dead becomes an enchant creature enchanting the creature. Enchanted creature gets -1/-0. When Animate Dead leaves play, destroy enchanted creature. It can't be regenerated.

**Annihilate** INS L • • • IN  
Destroy target nonblack creature. It can't be regenerated. Draw a card.

**Apprentice Necromancer** SC R • • • UD  
• Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. Target creature gains haste. At end of turn, sacrifice it 1/1.

**Armor Thrall** SC C • • • FE  
• Sacrifice Armor Thrall: Put a +1/+2 counter on target creature 1/3.

**Artifact Possession** EA C • • • AQ

**MAGIC FACT** **Arabian Nights'** Elephant Graveyard and King Suleiman are the first cards to mention more than one creature type in their game texts.

MAGIC DATA				C-COMMON	U-UNCOMMON	R-RARE
ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE
LAND						
ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend		
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery		
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Spell Card		

1 Banned in Type 1 2 Restricted in Type 1 3 Banned in Extended 4 Banned in Black Format



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Whenever enchanted artifact becomes tapped or a player plays an ability of an enchanted artifact not requiring it in its activation cost. Artifact Possession deals 2 damage to encounter artifact's controller.

**Ascendant Evincar** SL R \*\*\*\* 1000 NE  
Flying. Other black creatures get +1/+1. Nonblack creatures get 1/1 3/3.

**Ashen Shoul** SC U \*\*\* 1000 IA  
Haste. Return Ashen Shoul to play. Play this ability only during your upkeep and only if Ashen Shoul is in your graveyard with three or more creature cards above it. 3/1.

**Ashen Powder** \*\*\* SOR R \*\*\*\* 6MG  
Put target creature card from an opponent's graveyard into play under your control.

**Ashes to Ashes** SOR U \*\* 45DK  
Remove two target nonblack creatures from the game. Ashes to Ashes deals 5 damage to you.

**Attrition** EN R \*\*\* 1000 UD  
Sacrifice a creature. Destroy target nonblack creature.

**Avatar of Woe** SOR R \*\*\*\* 1000 PY  
If there are ten or more creature cards total in all graveyards, Avatar of Woe costs less to play. Avatar of Woe can't be blocked except by artifact creatures and/or black creatures. Destroy target creature. It can't be regenerated. 5/5.

**Bad Moon** EN R \*\*\* 1000 LUR4.5  
Black creatures get -1/-1.

**Baldurivian Dead** SC U \*\* 1000 AI  
Remove a creature card in your graveyard from the game. Put a 3/1 black and red Scorpion creature token with haste into play. Sacrifice it at end of turn. 2/3.

**Banshee** \*\*\* SOR U \*\*\* 1000 CHDK  
Banshee deals 1 damage divided evenly between you and target creature or player. Round up damage dealt to you in this way. Round down damage dealt to that creature or player in this way. 3/1.

**Barbed-Back Wurm** SC U \*\* 1000 MG  
Target green creature blocking Barbed-Back Wurm gets -1/-1 until end of turn. 4/3.

**Baron Sengir** SL R \*\*\* 1000 HL  
Flying. Whenever a creature deals damage by Baron Sengir this turn is put into a graveyard, put a +2/-2 counter on Baron Sengir. Regenerate target Vampire. 5/5.

**Barrow Ghoul** \*\*\* SOR U \*\*\* 1000 WL  
At the beginning of your upkeep, sacrifice Barrow Ghoul unless you remove the top creature card in your graveyard from the game. 4/4.

**Basal Thrull** SC C \*\* 1000 FE  
Sacrifice Basal Thrull. Add it to your mana pool. 1/2.

**Battlefield Percher** SC U \*\* 1000 NE  
Flying. Battlefield Percher may block only creatures with flying. Battlefield Percher gets +1/+1 until end of turn. 2/2.

**Beefoul** SOR U \*\*\* 1000 7UZ  
Destroy target and/or nonblack creature. A creature destroyed this way can't be regenerated.

**Belbe's Percher** SC C \*\* 1000 NE  
Flying. Belbe's Percher may block only creatures with flying. 2/2.

**Bellowing Fiend** SC R \*\* 1000 7TM  
Flying. Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 5 damage to that creature's controller and 3 damage to you. 3/3.

**Bereavement** EN U \*\*\* 1000 7UZ  
Whenever a green creature is put into a graveyard from play, its controller discards a card from his hand.

**Binding Agency** EC C \*\* 1000 MG  
Whenever enchanted creature is dealt damage, Binding Agency deals that much damage to enchanted creature's controller.

**Black Carriage** SC R \* 1000 HL  
Trample. Black Carriage doesn't untap during your untap step. Sacrifice a creature. Untap Black Carriage. Play this ability only during your upkeep. 4/4.

**Black Knight** \*\*\* SOR U \*\*\* 1000 LUR4.5  
First strike. Protection from white. 2/2.

**Black Market** EN R \*\* 1000 MM  
Whenever a creature is put into a graveyard from play, put a charge counter on Black Market. At the beginning of your precombat main phase, add it to your mana pool for each charge counter on Black Market.

**Blanket of Night** SC C \*\*\* 1000 VS  
Each and is a swamp in addition to its land type.

**Blight** EL U \*\* 45.6LG  
When enchanted, and becomes tapped, destroy it.

**Blighted Shaman** SC C \*\*\* 1000 6MG  
Sacrifice a swamp. Target creature gets +1/+1 until end of turn. Sacrifice a creature. Target creature gets +2/+2 until end of turn.

**Blood Pet** SC C \*\* 1000 6.7TM  
Sacrifice Blood Pet. Add it to your mana pool. 1/1.

**Blood Vassal** SC C \*\* 1000 JZ  
Sacrifice Blood Vassal. Add it to your mana pool. 2/2.

**Body Snatcher** SC R \*\*\* 1000 UD  
When Body Snatcher comes into play, you may discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play. 2/2.

**Bog Down** SOR C \*\*\* 1000 PS  
Kicker. Sacrifice two lands. Target player discards two cards from his or her hand. If you, the kicker cost, that player discards three cards from his or her hand instead.

**Bog Elemental** SC R \*\*\* 1000 PY  
Protection from white. At the beginning of your upkeep, sacrifice a Bog Elemental unless you sacrifice a 5/4.

**Bog Glider** \*\*\* SOR U \*\*\* 1000 PY  
Flying. Sacrifice a land. Search your library for a Mercurial card with converted mana cost 2 or less and put that card into play. Then shuffle your library. 1/1.

**Bog Imp** SC C \*\* 45.67DK  
Flying. 1/1.

**Bog Initiate** SC C \*\* 1000 IN  
Add it to your mana pool. 1/1.

**Bog Raiders** SC C \*\*\* 1000 UZ  
Swampwalk. 2/2.

**Bog Rats** SC C \*\* 5.6CHDK  
Bog Rats can't be blocked by Walls. 1/1.

**Bog Smugglers** SC C \*\*\* 1000 MM  
Swampwalk. 2/2.

**Bog Witch** SC C \*\*\* 1000 MM  
Discard a card from your hand. Add it to your mana pool. 1/1.

**Bog Wrath** SC U \*\*\* 1000 LUR4.5.7  
Swampwalk. 3/3.

**Bone Dancer** SC R \*\*\* 1000 WL  
Whenever Bone Dancer attacks and isn't blocked, you may put the top creature card from defending player's graveyard

NAME KIND CR PR COST SETS

into play under your control. If you do, Bone Dancer deals no combat damage this turn. 2/2.

**Bone Harvest** INS C \*\*\* 1000 MG  
Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.

**Bone Shredder** SC U \*\*\* 1000 UL  
Flying; echo. When Bone Shredder comes into play, destroy target nonblack, nonblack creature. 1/1.

**Bottomless Pit** EN U \*\*\* 1000 SH  
At the beginning of each player's upkeep, that player discards a card at random from his hand.

**Bounty Hunter** SC R \*\*\* 1000 1M  
Put a bounty counter on target nonblack creature. Destroy target creature with a bounty counter on it. 2/2.

**Breach** INS C \*\* 1000 UZ  
Target creature gets +2/+2 until end of turn. That creature can't be blocked this turn except by artifact creatures and/or black creatures.

**Breathstealer** SC C \*\*\* 1000 MG  
Breathstealer gets +1/-1 until end of turn. 2/2.

**Breeding Pit** EN U \*\*\* 5.6F  
At the beginning of your upkeep, sacrifice Breeding Pit unless you pay. At the end of your turn, put a 0/1 black Insect creature token into play.

**Brine Shaman** SC C \*\*\* 1000 IA  
Sacrifice a creature. Target creature gets +2/+2 until end of turn. Sacrifice a creature. Counter target creature spell. 1/1.

**Brink of Madness** EN R \*\*\* 1000 UL  
At the beginning of your upkeep, if you have no cards in hand, sacrifice Brink of Madness to have target opponent

NAME KIND CR PR COST SETS

When enchanted creature is put into a graveyard, draw three cards, then discard one of them.

**Cat Burglar** SC C \*\*\* 1000 EX  
Target player discards a card from his hand.

**Catacomb Dragon** SC R \*\*\* 1000 MG  
Flying. Whenever Catacomb Dragon becomes powered by a nonartifact, non-Dragon creature, that creature's power is halved rounded up. Until end of turn. 4/4.

**Cateran Biter** SC C \*\*\* 1000 MM  
Search your library for a Mercurial card with converted mana cost 2 or less and put that card into play. Then shuffle your library. 2/2.

**Cateran Enforcer** SC U \*\*\* 1000 MM  
Cateran Enforcer can't be blocked except by artifact creatures and/or black creatures. Search your library for a Mercurial card with converted mana cost 4 or less and put that card into play. Then shuffle your library. 4/3.

**Cateran Kidnappers** SC U \*\*\* 1000 MM  
Search your library for a Mercurial card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 4/2.

**Cateran Overlord** SC R \*\*\* 1000 MM  
Sacrifice a creature. Regenerate Cateran Overlord. Search your library for a Mercurial card with converted mana cost 8 or less and put that card into play. Then shuffle your library. 7/5.

**Cateran Persuader** SC C \*\*\* 1000 MM  
Search your library for a Mercurial card with converted mana cost 1 or less and put that card into play. Then shuffle your library. 2/1.

**Cateran Slaver** SC R \*\*\* 1000 MM

NAME KIND CR PR COST SETS

As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.

**Contagion** INS R \*\*\* 1000 AI  
You may pay 1 life and remove a black card n your hand from the game instead of paying Contagion's mana cost. Put two 2/-1 counters distributed as you choose, on one or two target creatures.

**Contamination** EN R \*\*\* 1000 UZ  
If a land is tapped for mana to produce an artifact, its normal type and amount. At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

**Contract From Below** SOR R \*\*\*\* 1000 LUR  
Remove Contract From Below from your deck before playing if you're not playing for art. Discard your hand, add the top card of your library to the ante, then draw seven cards.

**Corpses Dance** INS R \*\*\* 1000 MM  
Bounceback. Put the top creature card from your graveyard into play, that creature gains haste. Remove the creature from the game at end of turn.

**Corrupt** SOR C \*\*\* 1000 7UZ  
Corrupt deals 1 target creature or player damage equal to the number of swamps you control. You gain life equal to the number of swamps dealt this turn.

**Corrupt Official** SC R \*\*\* 1000 MM  
Regenerate Corrupt Official. Whenever Corrupt Official becomes blocked, defending player discards a card at random from his hand. 3/1.

**Corrupting Lich** SC U \*\*\* 1000 SH  
Corrupting Lich loses all abilities and becomes an enchant creature that gains Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Enchant target creature with Corrupting Lich. If Corrupting Lich enchants a creature, you may pay to end this effect. 2/2.

**Cosmic Horror** SC R \*\*\* 1000 41G  
First strike. At the beginning of your upkeep, sacrifice Cosmic Horror and it deals 7 damage to you unless you pay 7/7.

**Crazed Skirge** SC U \*\*\* 1000 UZ  
Haste. 2/2.

**Cremate** INS U \*\*\* 1000 IN  
Remove target card in a graveyard from the game. Draw a card.

**Crovax the Cursed** SL R \*\*\* 1000 SH  
Crovax the Cursed comes into play with four -1/-1 counters on it. At the beginning of your upkeep, you may sacrifice a creature. If you do, put a +1/+1 counter on Crovax. If you don't, remove a -1/-1 counter from Crovax. Crovax gains flying until end of turn. 0/0.

**Crypt Angel** SC R \*\*\* 1000 MG  
Flying. Protection from white. When Crypt Angel comes into play, return target b.u.e. or red creature card from your graveyard to your hand. 3/3.

**Crypt Cobra** SC U \*\*\* 1000 MG  
Whenever Crypt Cobra attacks and isn't blocked, defending player gets a poison counter. 3/3.

**Crypt Rats** SC R \*\*\* 1000 7VS  
Crypt Rats deals 1 damage to each creature and each player. Spend only black mana for X. 1/1.

**Culling the Weak** INS C \*\*\* 1000 EX  
As an additional cost to play Culling the Weak, sacrifice a creature. Add it to your mana pool.

**Cuumbari Witches** SC C \*\*\* 1000 CHAN  
Lumbari Witches deals 1 damage to target creature or player and 1 damage to target creature or player of an opponent's choice. 1/3.

**Curse Artifact** EA U \*\*\* 1000 DK  
At the beginning of the upkeep of enchanted artifact's controller, Curse Artifact deals 2 damage to that player unless he sacrifices enchanted artifact.

**Cursed Flesh** EC C \*\* 1000 EXIN  
Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.

**Cursed Land** EL \*\*\* 1000 LUR4.5  
At the beginning of the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him.

**Cyclopean Mummy** SC C \*\*\* 1000 41G  
When Cyclopean Mummy is put into a graveyard from play, remove Cyclopean Mummy from the game. 2/1.

**Dakmor Lancer** SC U \*\*\* 1000 7  
When Dakmor Lancer comes into play, destroy target nonblack creature.

**Dance of the Dead** EN U \*\*\* 1000 IA  
When Dance of the Dead comes into play, put target creature card from a graveyard into play under your control. Target creature becomes an enchanted creature. Enchanting that creature. Enchanted creature gets +1/+1 and doesn't untap during the controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay to end this effect. If he does, untap enchanted creature. When Dance of the Dead leaves play, destroy enchanted creature. It can't be regenerated.

**Dark Banishing** INS C \*\*\* 1000 7IA  
Destroy target nonblack creature. It can't be regenerated.

**Dark Hatchling** SC R \*\*\* 1000 UZ  
Flying. When Dark Hatchling comes into play, destroy target nonblack creature. It can't be regenerated. 3/3.

**Dark Privilege** EC C \*\*\* 1000 VS  
Enchanted creature gets +1/+1. Sacrifice a creature. Regenerate enchanted creature.

**Dark Ritual** INS \*\*\* 1000 LUR4.5  
Add it to your mana pool. Also in a MGMTU4.5.

**Dark Suspicions** EN R \*\*\* 1000 PS  
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

**Dark Triumph** INS U \*\*\* 1000 NE  
If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. Creatures you control get +2/+2 until end of turn.

**Darkest Hour** EN R \*\*\* 1000 7LZ  
All creatures are black.

**Darkling Stalker** SC C \*\*\* 1000 TM  
Regenerate Darkling Stalker. Darkling Stalker gets +1/-1 until end of turn. 1/1.

**Darkness** INS C \*\*\* 1000 LG  
Prevent all combat damage that would be dealt this turn.

**Darkpact** SOR R \*\*\* 1000 LUR  
Remove Darkpact from your deck before playing if you're not playing for art. Exchange the top card of your library for a card in the ante. This exchange is permanent.

**Dauri Culturoth** SC C \*\*\* 1000 EX  
Shadow. Destroy target creature with shadow. 1/1.

**Dauri Embrace** EN U \*\*\* 1000 TM  
Target creature gains shadow until end of turn.

**Dauri Shroud** SC \*\*\* 1000 TM  
Shadow. Whenever a creature with shadow is put into a graveyard from play, put a +1/+1 counter on Dauri

TOP TEN ODYSSEY CARDS

6 DIABOLIC TUTOR

Mr. tutor, teach me how to kick ass. Yes, it costs double the mana cost of its kick-ass demonic brother. No, it's not an instant like its Vampiric cousin. Nonetheless, being able to search for that timely Wrath Of God, Spiritmonger or even land is an unbeatable luxury. Even at four mana, we'll take multiples of this guy in our decks. Talk about making learning fun.

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst wounds.

Blue Rock Farell

discards his hand.

**Disdain Visage** INS R \*\* 1000 5HL  
Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Shadow creature token into play with power and toughness equal to the power and toughness of that creature. Sacrifice the Shadow token at end of turn.

**Brood of Cockroaches** SC U \*\*\* 1000 VS  
When Brood of Cockroaches is put into your graveyard from play at end of turn, you lose 1 life and return Brood of Cockroaches to your hand. 1/1.

**Brush with Death** SOR C \*\*\* 1000 SH  
Bounceback. Target opponent loses 2 life. You gain 2 life.

**Bubbling Muck** SOR C \*\* 1000 UD  
Until end of turn, whenever a player taps a swamp for mana, its controller loses 1 to his mana pool.

**Burned Alive** SOR J \*\* 1000 WLCD  
Search your library for up to three creature cards and put them into your mana pool. Then shuffle your library.

**Burnt Offering** INS C \*\*\* 1000 IA  
As an additional cost to play Burnt Offering, sacrifice a creature. Add to your mana pool an amount of mana equal to the sacrificed creature's converted mana cost in any combination of black and/or red mana.

**Choking Fiend** SC C \*\*\* 1000 UZ  
When Choking Fiend comes into play, each opponent discards a card from his hand. 2/1.

**Cockling Witch** SC U \*\*\* 1000 MM  
Discard a card from your hand. Target creature gets -X/-X until end of turn. 1/1.

**Codeworm Knight** SC C \*\*\* 1000 MG  
Haste. Add it to your mana pool. Regenerate Codeworm Knight. 2/2.

**Canibalize** SOR C \*\*\* 1000 SH  
Choose a player and two target creatures controlled by that player. You remove one from the game and put two -1/+1 counters on the other.

**Carnival of Souls** EN R \* 1000 UD  
Whenever a creature comes into play, you lose 1 life and add it to your mana pool.

**Carnophage** SC C \*\*\* 1000 EX  
At the beginning of your upkeep, put Carnophage unless you pay 1 life. 2/2.

**Corrian** INS R \*\*\* 1000 MG  
Sacrifice a creature. Put into play a number of 0/1 black Maggot creature tokens equal to the sacrificed creature's power.

**Corrian Ants** SC U \*\*\* 45LG  
Corrian Ants gets +1/+1 until end of turn. 0/1.

**Corrian Beetles** SC C \*\*\* 1000 UZ  
Remove up to three target cards in a single graveyard from the game. 1/1.

**Corrian Wall** SC L \* 1000 NE  
Regenerate Corrian Wall. 3/2.

**Corrianette** SC R \*\*\* 1000 TM  
Remove Corrianette and target creature from the game unless that creature's controller pays. Pay the ability only if Corrianette is in your graveyard. 1/1.

**Casting of Bones** EC C \*\*\* 1000 AI

Swampwalk. Search your library for a Mercurial card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 5/5.

**Cateran Summons** SOR U \*\*\* 1000 MM  
Search your library for a Mercurial card, reveal that card, and put it into your hand. Then shuffle your library.

**Cemetery Ghouls** SC R \*\*\* 1000 HL  
Protection from black. 0/5.

**Chains of Mephistopheles** EN R \*\*\* 1000 LG  
If a player would draw a card except the first one of his draw step, that player discards a card from his hand instead. If the player discards a card, he draws a card. If the player discards a card, he puts the top card of his library into his graveyard.

**Chilling Apparition** SC U \*\*\* 1000 PY  
Regenerate Chilling Apparition. Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his hand. 1/1.

**Chime of Night** EC C \*\*\* 1000 UD  
When Chime of Night is put into a graveyard from play, destroy target nonblack creature.

**Choking Sands** SOR C \*\*\* 1000 MG  
Destroy target nonswamp land. If that and is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

**Circling Vulture** SC U \*\*\* 1000 WL  
Flying. If Circling Vulture is in your hand, you may discard it. Play this ability only any time you could play an instant. At the beginning of your upkeep, sacrifice Circling Vulture unless you remove the top creature card in your graveyard from the game. 3/2.

**Clock of Confusion** EC C \*\*\* 1000 5IA  
Whenever enchanted creature attacks and isn't blocked, you may pay 1 life to deal no combat damage this turn. If you do, defending player discards a card at random from his hand.

**Clot Silver** SC C \*\*\* 1000 TM  
All Silvers have. Regenerate this creature. 1/1.

**Coercion** SOR C \*\*\* 1000 6VSTM  
Look at target opponent's hand and choose a card from it. That player discards that card.

**Coffin Puppets** SC R \*\*\* 1000 PY  
Sacrifice two lands. Return Coffin Puppets to play. Play this ability only during your upkeep, only if Coffin Puppets is in your graveyard, and only if you control a swamp. 3/3.

**Coffin Queen** SC R \*\*\* 1000 TM  
You may choose not to untap Coffin Queen during your untap step. Add it to your mana pool. Put target creature card from a graveyard into play under your control. Remove that creature from the game when Coffin Queen becomes untapped or you don't control Coffin Queen. 1/1.

**Coils of the Medusa** EC C \*\*\* 1000 WL  
Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa. Destroy all non-Wall creatures blocking enchanted creature.

**Commander Greven II-Voc** R \*\*\* 1000 TM  
When Commander Greven II-Voc comes into play, sacrifice a creature. Greven can't be blocked except by artifact creatures and/or black creatures. 7/5.

**Conspiracy** EN R \*\*\* 1000 MM



# MAGIC The Gathering®

## Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Ghoul 1/1.</b>					
<b>Dauthi Horror</b> SC C ... 10 TM					
Shadow Dauthi Horror can't be blocked by white creatures 2/1.					
<b>Dauthi Jackal</b> SC C ... 10 EX					
Shadow Sacrifice Dauthi Jackal. Destroy target attacking creature. 2/1.					
<b>Dauthi Marauder</b> SC C ... 10 TM					
Shadow 5/1.					
<b>Dauthi Mercenary</b> SC U ... 10 TM					
Shadow 4/1. Dauthi Mercenary gets +1/-0 until end of turn. 2/1.					
<b>Dauthi Mindripper</b> SC U ... 10 TM					
Shadow When Dauthi Mindripper attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his hand. 2/1.					
<b>Dauthi Slayer</b> SC U ... 10 TM					
Shadow Dauthi Slayer attacks if able. 2/2.					
<b>Dauthi Trooper</b> SC U ... 10 SH					
Target creature gains shadow until end of turn. 1/1.					
<b>Dauthi Warlord</b> SC U ... 10 EX					
Shadow Dauthi Warlord's power is equal to the number of creatures with shadow in play. 7/1.					
<b>Dead Ringers</b> SC C ... 10 AP					
Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.					
<b>Death Bomb</b> INS C ... 10 PS					
As an additional cost to pay Death Bomb sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.					
<b>Death Charmer</b> SC C ... 10 PY					
Whenever Death Charmer deals combat damage to a creature that creature's controller loses 2 life unless he pays 2/2.					
<b>Death Pit Offering</b> EN R ... 10 NE					
As Death Pit Offering comes into play sacrifice all creatures you control. Creatures you control get +2/-2.					
<b>Death Pits of Rath</b> EN R ... 10 TM					
Whenever a creature is dealt damage destroy it. It can't be regenerated.					
<b>Death Stroke</b> SC C ... 10 SH					
Destroy target tapped creature.					
<b>Death Watch</b> SC C ... 10 VS					
When enchanted creature is put into a graveyard, its controller loses life equal to its power and you gain life equal to its toughness.					
<b>Death's Duet</b> SC C ... 10 EX					
Return two target creature cards from your graveyard to your hand.					
<b>Deathgazer</b> SC U ... 10 MM					
Whenever Deathgazer blocks or becomes blocked by a nonblack creature destroy that creature at end of combat. 2/2.					
<b>Deathgrip</b> EN L ... 10 LUR4.5					
Counter target green spell.					
<b>Deathlace</b> INS R ... 10 LUR4					
Change the color of target spell or target permanent to black.					
<b>Deepwood Ghoul</b> SC C ... 10 MM					
Pay 2 life. Regenerate Deepwood Ghoul. 2/1.					
<b>Deepwood Legate</b> SC U ... 10 MM					
If an opponent controls a forest and you control a swamp you may pay Deepwood Legate without paying its mana cost. Deepwood Legate gets +1/-1 until end of turn. 1/1.					
<b>Defiling Tears</b> INS U ... 10 IN					
Until end of turn, target creature becomes black. Gets +1/-1 and gains . . . . . Regenerate this creature.					
<b>Delirach</b> SC R ... 10 MM					
Remove Delirach from play. Black creatures instead of paying Delirach's mana cost. 5/6.					
<b>Demonic Attorney</b> SC R ... 10 LLR					
Remove Demon Attorney from your deck before playing if you're not playing for ante. Each player antes the top card of his library.					
<b>Demonic Consultation</b> INS U ... 10 IA					
Name a card. Remove the top six cards of your library from the game. Then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game.					
<b>Demonic Hordes</b> SC R ... 10 LUR					
Destroy target land. At the beginning of your upkeep unless you pay 2/2, tap Demonic Hordes and sacrifice a land of an opponent's choice. 5/5.					
<b>Demonic Torment</b> EC C ... 10 LG					
Enchanted creature can't attack and deals no combat damage.					
<b>Demonic Tutor</b> SC R ... 10 LUR					
Search your library for a card and put that card into your hand. Then shuffle your library.					
<b>Devoror</b> SC R ... 10 5.5FE					
Black spells you play cost more to pay 4/4.					
<b>Desolation</b> EN U ... 10 VS					
At end of turn each player who tapped a land for mana during that turn sacrifices a land. If a player is sacrificed this way Desolation deals 2 damage to that player's controller.					
<b>Desolation Angel</b> SC R ... 10 AP					
Kicker . . . . . Flying. When Desolation Angel comes into play destroy all lands you control. If you pay 6 the kicker cost destroy all lands instead. 5/4.					
<b>Disparate Research</b> SC R ... 10 IN					
Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.					
<b>Dispell</b> SC C ... 10 PY					
Destroy target land. Its controller loses 2 life.					
<b>Dispendency</b> SC C ... 10 UZ					
Enchanted creature gets -2/-0. When Dispendency is put into a graveyard from play return Dispendency to its owner's hand.					

NAME	KIND	CR	PR	COST	SETS
<b>Devouring Stressor</b> SC R ... 10 IN					
Flying. Trample. At the beginning of your upkeep sacrifice a creature. Sacrifice a creature. Regenerate Devouring Stressor. 5/6.					
<b>Diabolic Edict</b> INS C ... 10 TM					
Target player sacrifices a creature.					
<b>Diabolic Intent</b> SC R ... 10 PS					
As an additional cost to play Diabolic Intent sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.					
<b>Diabolic Servitude</b> EN U ... 10 LZ					

### TOP TEN ODYSSEY CARDS

#### 5 HAUNTING REVEALS

Finally, a card to truly punish decks that rely on four copies of numerous spells. This baby'd be enough of a hoser even if folks weren't trying to fill their graveyards to achieve threshold. Imagine how awesome this would combo with a card that lets you dump half the other guy's library into his graveyard. That would be traumatic, wouldn't it? Read on.

When Diabolic Servitude comes into play, return target creature card from your graveyard to play. When the returned creature is put into a graveyard remove that creature from the game and return Diabolic Servitude to its owner's hand. When Diabolic Servitude leaves play, remove that creature from the game.

**Dirtrwath Wrath** SC C ... 10 MG  
Swampwalk. Dirtrwath Wrath gets +1/-0 until end of turn. 1/5.

**Discordant Dirge** EN R ... 10 UZ  
At the beginning of your upkeep you may put a verse counter on Discordant Dirge. Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to 1 cards from it. Where X is the number of verse counters on Discordant Dirge. That player discards those cards.

**Disease Carriers** SC C ... 10 UD  
When Disease Carriers is put into a graveyard from play target creature gets -2/-2 until end of turn. 2/7.

**Diseased Vermin** SC U ... 10 AI  
Whenever Diseased Vermin deals combat damage to a player put an infection counter on it. At the beginning of your upkeep Diseased Vermin deals X damage to target opponent. Previous combat damage is X. Where X is the number of infection counters on it. 1/1.

**Disturbed Burial** SC C ... 10 TM  
Backsack. Return target creature card from your graveyard to your hand.

**Divining Wish** SC R ... 10 NE  
1. Discard a card from your hand. Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card. Then put that card into your hand. Remove all other cards revealed this way from the game. 1/1.

**Do or Die** SC R ... 10 IN  
Separate all creatures target player controls into two face up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

**Doomsday** SC R ... 10 6WL  
Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library. Any number. Your life half your life rounded up.

**Drain Life** SC C ... 10 U4.5MG  
Spend only black mana for X. Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the player's life total before. Draw X dealt damage or the creature's toughness.

**Dread of Night** EN L ... 10 GTM  
White creatures get -1/-1.

**Dread Specter** SC U ... 10 MG  
Whenever Dread Specter blocks or becomes blocked by a nonblack creature destroy that creature at end of combat. 2/2.

**Dread Wight** SC R ... 10 IA  
At end of combat, put a paralyzation counter on all creatures blocked or blocked by Dread Wight and tap those creatures. They gain . . . . . If this creature has a paralyzation counter on it . . . . . Until untap, during its controller's untap step and . . . . . Remove a paralyzation counter from this creature. 3/4.

**Dredge** INS L ... 10 IN  
Sacrifice a creature or . . . . . Draw a card.

**Dregs of Sorrow** SC R ... 10 7TM  
Destroy target nonblack creature. Draw X cards.

**Drift of the Dead** SC U ... 10 IA  
Drift of the Dead's power and toughness are each equal to the number of cards covered and you control. 1/1.

**Drudge Skeletons** SC C ... 10 LUR4.5/6  
Regenerate Drudge Skeletons. 1/1.

**Drudge Spell** EN L ... 10 HL  
Remove two creature cards from your graveyard from the game. Put a 1/1 black Skeleton creature token into play. It has . . . . . Regenerate this creature. When Drudge Spell leaves play destroy all Skeleton tokens. They can't be regenerated.

NAME	KIND	CR	PR	COST	SETS
<b>Dry Spell</b> SC C ... 10 6HL					
Dry Spell deals 1 damage to each creature and each player.					
<b>Dunnean Shade</b> SC C ... 10 SH					
Flying. Dunnean Shade gets +1/+1 until end of turn. 1/1.					
<b>Durges</b> SC C ... 10 7UZ					
Look at target opponent's hand and choose a noncreature landmark card from it. That player discards that card.					
<b>Duskwalker</b> SC C ... 10 IN					
Kicker . . . . . If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with . . . . .					

"Duskwalker" can't be blocked except by artifact creatures and/or black creatures. 1/1.

**Dying Wish** EC C ... 10 UD  
When enchanted creature is put into a graveyard from play target player discards two cards from his hand.

**Dystopia** EN R ... 10 AI  
Cumulative upkeep: Pay 1 life. At the beginning of each player's upkeep that player sacrifices a white or green permanent.

**Eastern Paladin** SC R ... 10 7UZ  
Destroy target green creature. 3/3.

**Enter of the Dead** SC U ... 10 DK  
If Enter of the Dead is tapped, untap it and remove target creature card in a graveyard from the game. 3/4.

**Ebon Praetor** SC R ... 10 4.5FE  
Trample. First strike. At the beginning of your upkeep put a -2/-2 counter on Ebon Praetor. At the beginning of your upkeep you may sacrifice a creature. If you do, remove a -2/-2 counter from Ebon Praetor. If the sacrificed creature was a Thrull, put a -1/-0 counter on Ebon Praetor. 5/6.

**Ebony Charm** INS C ... 10 5/6  
Choose one—Target opponent loses 1 life and you gain 1 life, or remove from the game up to three target cards in one player's graveyard or target creature can't be blocked this turn except by artifact creatures and/or black creatures. SC R ... 10 4.5AN

**El-hajjaj** SC R ... 10 4.5AN  
Whenever El-hajjaj deals damage to a creature or player you gain 1 life for each 1 damage dealt. You can't gain more life this way than the toughness of that creature or the life total of that player. 1/1.

**Enoch** SC U ... 10 UD  
Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Endbringer's Revel** EN U ... 10 PY  
Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only once he could play a sorcery.

**Endless Scream** EC C ... 10 TM  
Endless Scream comes into play with X scream counters on it. Enchanted creature gets +1/-0 for each scream counter on Endless Scream.

**Enfeeblement** EC C ... 10 6MG TM  
Enchanted creature gets -2/-2.

**Engineered Plague** EN U ... 10 7UL  
As Engineered Plague comes into play choose a creature type. All creatures of the chosen type get -1/-1.

**Enslaved Horror** SC L ... 10 MM  
When Enslaved Horror comes into play each other player may return a creature card from his graveyard to play. 4/4.

**Entropic Specter** SC R ... 10 4.5FE  
Flying. As Entropic Specter comes into play choose an opponent. Entropic Specter's power and toughness are each equal to the number of cards in the chosen player's hand. 7/7.

**Eradicate** SC R ... 10 UD  
Remove target nonblack creature from the game. Search its controller's graveyard hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his library.

**Erg Raiders** SC C ... 10 4.5AN  
At the end of your turn, if Erg Raiders don't attack this turn, Erg Raiders deals 2 damage to you. Ignore this ability during a turn you can control of Erg Raiders. 2/3.

**Evil Eye of Orms-by-Bore** SC C ... 10 5.5LG  
Evil Eye of Orms-by-Bore can't be blocked except by White. Except for creatures named Evil Eye of Orms-by-Bore, creatures you control can't attack. 3/6.

**Evil Presence** EC U ... 10 LUR4.5  
Enchanted and is a swamp.

**Evincar's Justice** SC C ... 10 TM  
Backsack. Evincar's Justice deals 2 damage to each creature and each player.

**Eviscerator** SC R ... 10 UZ  
Protection from white. When Eviscerator comes into play,

NAME	KIND	CR	PR	COST	SETS
<b>Exhume</b> SC C ... 10 UZ					
Each player puts a creature card from his graveyard into play.					
<b>Exotic Curse</b> EC C ... 10 IN					
Enchanted creature gets -1/-1 for each basic and type among lands you control.					
<b>Exotic Disease</b> SC U ... 10 PS					
Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.					
<b>Expunge</b> SC C ... 10 LZ					
Destroy target nonartifact nonblack creature. It can't be regenerated. Cycling . . . . .					
<b>Extinction</b> SC R ... 10 TM					
Destroy all creatures of the creature type of your choice.					
<b>Extortion</b> SC R ... 10 MM					
Look at target player's hand and choose up to two cards from it. That player discards those cards.					
<b>Fallen Angel</b> SC R ... 10 5.5/GC					
Flying. Sacrifice a creature. Fallen Angel gets +2/+1 until end of turn. 3/3. Also in LG.					
<b>Fallen Askeri</b> SC C ... 10 VS					
Flanking. Fallen Askeri can't block. 2/2.					
<b>Fatal Blow</b> INS C ... 10 6WL					
Destroy target creature that was dealt damage this turn. It can't be regenerated.					
<b>Fatal Lore</b> SC R ... 10 AI					
An opponent chooses one—You draw three cards or you destroy up to two target creatures that opponent controls and that player draws up to three cards. Those creatures can't be regenerated.					
<b>Fear</b> EC C ... 10 J.R4.5/6					
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Also in IA.					
<b>Feast of the Unicorn</b> EC C ... 10 6HL					
Enchanted creature gets +4/-0.					
<b>Feast or Famine</b> INS U ... 10 AI					
Choose one—Put a 2/2 black Zombie creature token into play, or destroy target nonblack nonartifact creature and it can't be regenerated.					
<b>Fen Stalker</b> SC C ... 10 PY					
Fen Stalker can't be blocked except by artifact creatures and/or black creatures as long as you control no untapped lands. 3/2.					
<b>Feral Shadow</b> SC C ... 10 6MG					
Flying. 2/1.					
<b>Feasting Evil</b> EN U ... 10 WL					
At the beginning of your upkeep Feasting Evil deals 1 damage to each creature you control. Sacrifice Feasting Evil. Feasting Evil deals 3 damage to each creature and each player.					
<b>Feasting Wound</b> EC U ... 10 UD					
At the beginning of your upkeep you may put an infection counter on Feasting Wound. At the beginning of the upkeep of enchanted creature's controller Feasting Wound deals X damage to that player, where X is the number of infection counters on Feasting Wound.					
<b>Fetid Horror</b> SC C ... 10 MG					
Fetid Horror gets +1/+1 until end of turn. 1/2.					
<b>Fervent Convulsions</b> EN R ... 10 TM					
Put a 1/-1 counter on target creature.					
<b>Fervid Strength</b> SC C ... 10 AI					
Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep.					
<b>Firecraemer</b> SC C ... 10 IN					
Firecraemer gets +1/+0 until end of turn. 2/2.					
<b>Flay</b> SC C ... 10 PY					
Target player discards a card at random from his hand. Then that player discards another card at random from his hand unless he pays 1/1.					
<b>Fledgling Dinn</b> SC C ... 10 WL					
Flying. At the beginning of your upkeep Fledgling Dinn deals 1 damage to you. 2/2.					
<b>Flesh Haver</b> SC U ... 10 UZ					
Whenever Flesh Haver deals damage to a creature or opponent, Flesh Haver deals that much damage to you. 4/4.					
<b>Flow of Maggots</b> SC R ... 10 IA					
Cumulative upkeep: Flow of Maggots can't be blocked by non-War creatures. 2/2.					
<b>Fog of Gnats</b> SC C ... 10 JL					
Flying. Regenerate Fog of Gnats. 1/1.					
<b>Forbidden Crypt</b> SC C ... 10 6MG					
If you would draw a card return a card from your graveyard to your hand instead. If you can't you lose the game. If a card would be put into your graveyard remove that card from the game instead.					
<b>Forbidden Rift</b> SC R ... 10 VS					
Sacrifice a card in play. If you do target opponent loses 2 life. If less he sacrifices a permanent or discards a card from his hand. You may repeat this process as many times as you choose.					
<b>Forced March</b> SC R ... 10 MM					
Destroy all creatures with converted mana cost X or less.					
<b>Forsaken Wastes</b> EN R ... 10 MG					
If a player would gain life that player gains no life instead. At the beginning of each player's upkeep that player loses 1 life. When Forsaken Wastes becomes the target of a spell that spell's controller loses 5 life.					
<b>Foul Familiar</b> SC C ... 10 IA					
Foul Familiar can't block. Pay 1 life. Return Foul Familiar to its owner's hand. 3/1.					
<b>Foul Imp</b> SC U ... 10 7SH					
Flying. When Foul Imp comes into play, you lose 2 life. 2/2.					
<b>Foul Presence</b> EC U ... 10 AP					
Enchanted creature gets -1/-1 and has . . . . . target creature gets -1/-1 until end of turn.					
<b>Frankenstein's Monster</b> SC R ... 10 DK					
Frankenstein's Monster comes into play with X creature cards in your graveyard from the game. For each creature card removed this way Frankenstein's Monster comes into play with a +2/-0. +1/-1 or -0/-2 counter. 0/1.					
<b>Frozen Shade</b> SC C ... 10 LUR4.5					
Frozen Shade gets +1/-1 until end of turn. 0/1.					
<b>Fugue</b> SC U ... 10 7EX					
Target player discards three cards from his hand.					
<b>Funerary Charm</b> INS C ... 10 VS					
Choose one—Target player discards a card from his hand or target creature gets -2/-1 until end of turn or target creature is his swampwalk. 1/1.					
<b>Funerary March</b> EC C ... 10 5HL					
When enchanted creature leaves play its controller sacrifices a creature.					
<b>Gallowbraid</b> SL R ... 10 WL					

**MAGIC FACT** Ali From Cairo and Rukh Egg were the first creatures ever banned from tournament play. Lin Sivvi (in Masques Block) is the only current one, besides ante cards.

## MAGIC DATA

	ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend				
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SR Sorcery				
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card				

1 Banned in Type 1 2 Restricted in Type 1 3 Banned in Extended 4 Banned in Block Format



NAME	MINI	CR	PR	COST	SETS
Trample Cumulative <b>Upkeep</b> —Pay 1 life 5/5					
<b>Gargantuan Zombies</b> SC C • • • • •	IA	<p>• Sacrifice Gargantuan Zombies: Gargantuan Zombies deals 1 damage to each creature and each player. If you control a snow covered swamp, Gargantuan Zombies deals 2 damage to each creature and each player instead. 2/2</p>			
<b>Gate To Phyrexia</b> EN U • • • • •	AQ	<p>Sacrifice a creature: Destroy target artifact. Play this ability only during your upkeep.</p>			
<b>Baze of Unity</b> SUR C • • • • •	IA	<p>Units and lands, whenever a creature you control attacks and is blocked, you may choose to have it deal no combat damage to a target creature. If you do, it deals no combat damage this turn.</p>			
<b>Ghost Hounds</b> SGC U • • • • •	HL	<p>Attacking doesn't cause Ghost Hounds to tap. Whenever Ghost Hounds blocks or becomes blocked by a white creature, draw two lands from your deck. First draw is until turn 1/1.</p>			
<b>Ghosts of the Damned</b> SC C • • • • •	LG	<p>• Target creature gets +1/-1 until end of turn. 0/2.</p>			
<b>Ghoul's Feast</b> INS U • • • • •	MM	<p>• Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.</p>			
<b>Giant Creakback</b> SC C • • • • •	4/2				
<b>Giant Slug</b> SC C • • • • •	CHLG	<p>• At the beginning of your next upkeep, Giant Slugs gains landwalk for a type of land of your choice until end of turn. 1/1.</p>			
<b>Gleason</b> EN U • • • • •	LUR.4.5	<p>White spells cost an additional • to play. Activated abilities on white enchantments cost an additional • to play.</p>			
<b>Glyph of Doom</b> INS C • • • • •	LG	<p>At end of combat, destroy all creatures that were blocked by target Wall this turn.</p>			
<b>Gotham Dign</b> SC U • • • • •	2/2	<p>• Destroy Gargantuan Dign. Gotham Dign gets 2/1 as long as black is the most common color among all permanents or is tied for most common. 5/5.</p>			
<b>Grandmother Sengir</b> SL R • • • • •	HL	<p>• Target creature gets -1/-1 until end of turn. 3/3.</p>			
<b>Grave Defiler</b> SC U • • • • •	AP	<p>When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library.</p>			
• Regenerate Grave Defiler 2/1					
<b>Grave Pact</b> EN R • • • • •	SH	<p>Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.</p>			
<b>Grave Robber</b> SC C • • • • •	DK	<p>• Remove target artifact card in a graveyard from the game. You gain 2 life. 1/1.</p>			
<b>Grave Servitude</b> SC C • • • • •	MG	<p>You may play Grave Servitude any time you could play an instant. If it was played any time a sorcery couldn't have been revealed, sacrifice it at end of turn. Enchanted creature gets -1/-1 and is blocked.</p>			
<b>Gravebane Zombie</b> SC U • • • • •	6/MG	<p>If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead. 3/2.</p>			
<b>Graveborn</b> INS R • • • • •	IA	<p>• Target creature can't be regenerated this turn. Draw a card at the beginning of the next turn's upkeep.</p>			
<b>Gravedigger</b> SC C • • • • •	8.7/MJ.DM	<p>When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.</p>			
<b>Greater Werewolf</b> SC C • • • • •	5.HL	<p>At end of combat, put a 2/2 counter on all creatures blocking or blocked by Greater Werewolf. 2/4.</p>			
<b>Greed</b> EN R • • • • •	4.6/LG	<p>• Pay 2 life. Draw a card.</p>			
<b>Greef, Mind Raker</b> SL R • • • • •	PY	<p>• Discard two cards from your hand, target player discards X cards at random from his hand. 3/3.</p>			
<b>Grief's Curse</b> SC C • • • • •	PY	<p>You may play Grief's Curse any time you could play an instant. Enchanted creature gets -3/-0.</p>			
<b>Grioul</b> SC C • • • • •	EX	<p>Whenever Grioul's death damage, each opponent gains that much life. 3/3.</p>			
<b>Guardian Bear</b> SC R • • • • •	AN	<p>As long as Guardian Bear is untapped, noncreature artifacts you control can't be the target of enchantment spells and, if an effect would destroy or change control of them, ignore that effect. 2/4.</p>			
<b>Harbinger of Night</b> SC R • • • • •	MG	<p>At the beginning of your upkeep, put a -1/-1 counter on each target. 2/3.</p>			
<b>Hasran Ogress</b> SC C • • • • •	CHAN	<p>Whenever Hasran Ogress attacks, it deals 3 damage to you unless you pay 3/2.</p>			
<b>Hate Weaver</b> SC U • • • • •	IN	<p>• Target blue or red creature gets +1/+0 until end of turn. 2/1.</p>			
<b>Hatred</b> INS R • • • • •	EX	<p>As an additional cost to play Hatred, pay any amount of life. Target creature gets +X/+0 until end of turn, where X is the amount of life paid this way.</p>			
<b>Haunted Crossroads</b> EN U • • • • •	MM	<p>• Put target creature card from your graveyard on top of your hand.</p>			
<b>Hunting Misery</b> SOR C • • • • •	WL	<p>As an additional cost to play Hunting Misery, remove any number of creature cards in your graveyard from the game. Hunting Misery deals X damage to target player, where X is the number of cards removed this way.</p>			
<b>Hunter</b> SC C • • • • •	AQ	<p>Whenever an artifact becomes tapped or a player plays an activated ability of an artifact that doesn't require • in its activation cost, Hunting Hunter deals 1 damage to that artifact's controller.</p>			
<b>Headless Horseman</b> SC C • • • • •	L6				
<b>Headstone</b> INS C • • • • •	HL	<p>Remove target card in a graveyard from the game. Draw a card at the beginning of the next turn's upkeep.</p>			
<b>Hecateomb</b> EN R • • • • •	5.6,IA	<p>When Hecateomb comes into play, sacrifice Hecateomb unless you sacrifice four creatures, tap an untapped swamp you control, Hecateomb deals 1 damage to target creature or player.</p>			
<b>Hell Swarm</b> INS C • • • • •	LG	<p>All creatures get 1/0 until end of turn.</p>			
<b>Hell's Caretaker</b> SC R • • • • •	CHLG	<p>• Sacrifice a creature. Return target creature card from your graveyard to play. Play this ability only during your upkeep.</p>			
<b>Hellfire</b> SDR R • • • • •	LG	<p>Destroy all nonblack creatures. Hellfire deals X plus 3 damage.</p>			

NAME	KING	CN	PN	COST	SETS
ago to you, where X is the number of creatures put into all graveyards this way					
<b>Hidden Horror</b>	SC	U	---	●●●●	6W
When Hidden Horror comes into play, sacrifice it unless you discard a creature from your hand 4/4					
<b>Highway Robber</b>	SC	C	---	●●●●	MN
When Highway Robber comes into play, you gain 2 life if a target opponent loses 2 2/2					
<b>Hoar Shade</b>	SC	U	---	●●●●	7U
● Hoar Shade gets +1/+1 until end of turn. 1/2					
<b>Hollow Dogs</b>	SC	U	---	●●●●	7U2
Whenever Hollow Dogs attacks, it gets +2/+4 until end of turn. 3/5					
<b>Horror of Horrors</b>	EN	U	---	●●●●	LG
Sacrifice a swamp. Return target black creature to its owner's hand.					
<b>Howl from Beyond</b>	INS	C	---	●●●●	LUR4.5.R
Target creature gets +X/+1 until end of turn. Also in IA.					
<b>Hyalopterous Lemure</b>	SC	U	---	●●●●	7U
● Hyalopterous Lemure gets -1/-1 and gains flying until end of turn. 4/3					
<b>Hyman to Tournach</b>	SDR	C	---	●●●●	FE
Target player discards two cards at random from his hand.					
<b>Hyptic Cloud</b>	SDR	C	---	●●●●	7U
● Kicker: Target player discards a card from his hand. If you paid the kicker cost, that player discards three cards from his hand instead.					
<b>Hypnotic Specter</b>	SC	U	---	●●●●	LUR4
Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random from his hand 2/2					
<b>Icacaque</b>	SDR	U	---	●●●●	IA
Destroy target land if that land is a snow-covered land. Icacaque deals 1 damage to the land's controller.					
<b>Isban's Shade</b>	SL	U	---	●●●●	HL
Remove Isban from white. 5/5					
<b>It-Gotten Gains</b>	SDR	R	---	●●●●	U2
Remove It-Gotten cards from the game. Each player discards his hand, then returns up to three cards from his graveyard to his hand.					
<b>Imprison</b>	EC	R	---	●●●●	LG
Whenever a player plays any ability of enchanted creature with its enchantment cost, you may pay 1 life. If you do, counter that ability. If you can't, sacrifice the player. Whenever enchanted creature attacks or blocks, you may pay 1 life if you do tap it and remove it from combat. If it blocked and a creature it blocked now has no blockers, that creature is considered unblocked. Otherwise, this is imprison.					
<b>Imps' Taint</b>	INS	U	---	●●●●	TM
● Target creature gets -1/-1 and gains double strike until end of turn.					
<b>Infernal Contract</b>	SDR	R	---	●●●●	6.7.M2
Draw four cards. You lose half life, rounded up.					

NAME	MIND	EN	PH	COST	SETS
<b>Instigator</b>	SC	R	--	----	MA
<p>●●●● Discard a creature from your hand. Creatures target player controls attack that turn if able. 1/1.</p>					
<b>Insubordination</b>	EC	C	---	----	MA
<p>At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.</p>					
<b>Intimidation</b>	SC	R	---	●●●●	MA
<p>Creatures you control can't be blocked except by artifact creatures and/or black creatures.</p>					
<b>Irini Sengir</b>	SL	U	--	●●●●	HI
<p>White enchantments and green enchantments cost more to play. 2/2.</p>					
<b>Jovian Elf</b>	SDR	R	---	●●●●	LI
<p>Joel deals X damage to target opponent, where X is equal to twice the number of white creatures that player controls.</p>					
<b>Junon Elfreet</b>	SC	U	---	●●●●	4MA
<p>Flying. At the beginning of your upkeep, sacrifice Junon Elfreet unless you pay ●●● 3/3.</p>					
<b>Juzam Djinn</b>	SC	R	---	●●●●	AI
<p>At the beginning of your upkeep, Juzam Djinn deals 1 damage to you. 5/5.</p>					
<b>Kaervek's Hex</b>	SDR	U	---	●●●●	ME
<p>Kaervek's Hex deals 1 damage to each nonblack creature and an additional 1 damage to each green creature.</p>					
<b>Kaervek's Spite</b>	INS	R	---	●●●●	VS
<p>As an additional cost to play Kaervek's Spite, sacrifice all permanents you control and discard your hand. Target player loses 5 life. 5/5.</p>					
<b>Keeper of the Dead</b>	SC	I	---	●●●●	EJ
<p>●●● Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his graveyard than he has in his library. 1/2.</p>					
<b>Keeper of Treacherhorn</b>	SC	R	---	●●●●	A
<p>Whenever Keeper of Treacherhorn attacks and isn't blocked, it deals 2 damage to that turn and defending player. 1/1.</p>					
<b>Kezzerriz</b>	SC	R	---	●●●●	TM
<p>First strike. At the beginning of your upkeep if any opponents control no creatures, Kezzerriz deals 4 damage to you. 4/4.</p>					
<b>Khatul Shou</b>	SC	R	---	●●●●	AI
<p>At the end of turn, put a +1/+1 counter on Khatul Shou for each creature put into a graveyard from play this turn. 1/1.</p>					
<b>Kjeldoran Dead</b>	SC	C	---	●●●●	5.6MA
<p>When Kjeldoran Dead comes into play, sacrifice a creature. Regenerate Kjeldoran Dead. 3/1.</p>					
<b>Knight of Dusk</b>	SC	U	---	●●●●	TM
<p>Islestr target creature blocking Knight of Dusk. 2/2.</p>					

NAME	KIND	CR	PR	COST	SETS
<b>Last Gargess</b>	SDR	C	••	••	AP
target player loses 1 life and you gain 1 life. Draw a card.					
<b>Leeching Lich</b>	SSC	U	•••	•••	TM
●●● Leeching Lich loses all abilities and becomes an enchant creature that gains: At the beginning of the upkeep of enchanted creature's controller, Leeching Lich deals 1 damage to that player. Enchant target creature with Leeching Lich. If Leeching Lich enchants a creature, you may pay ●●● to end this effect. 1/1.					
<b>Legions of Lim-Dul</b>	SSC	C	••	•••	IA
Swampwalk 2/3.					
<b>Leshrac's Rite</b>	EG	U	•••	•••	5.6.7IA
Enchanted creature has swampwalk.					
<b>Leshrac's Sign</b>	EN	U	••	•••	IA
Whenever you do, look at that player's hand, you may pay a card from it. The player discards that card ●●●. Return Leshrac's Sign to its owner's hand.					
<b>Lesser Werewolf</b>	SC	U	•••	•••	1G
If Lesser Werewolf's power is 1 or more, it gets +1/-1 until end of turn and put a 0/-1 counter on target creature blocking or blocked by Lesser Werewolf. Use ability only during the decked blockers step. 2/4.					
<b>Liability</b>	EN	R	••	••••	MM
Whenever a card is put into a player's graveyard from play, that player loses 1 life.					
<b>Lich</b>	EN	R	••	•••	U
When Lich comes into play, you lose all your life. You don't lose the game for having 0 life. If you would gain a card, for each 1 life you do, look at that player's hand and you may discard that card 1 damage, sacrifice a permanent.					
<b>Lim-Dul's Cohort</b>	SC	C	••	••••	IA
Whenever Lim-Dul's Cohort blocks or becomes blocked by a creature, that creature can't be regenerated this turn. 2/3.					
<b>Lim-Dul's Hex</b>	EN	C	••	•••	IA
At the beginning of your upkeep, for each player, Lim-Dul's Hex deals 1 damage to that player unless he pays ●●● or ●●●.					
<b>Lim-Dul's High Guard</b>	SC	C	•••	••••	AI
First strike ●●●. Regenerate Lim-Dul's High Guard 2/1.					
<b>Living Lich</b>	SSC	C	••	•••	TM
Each player gets aside all creature cards in his graveyard, then sacrifices all creatures he controls, then puts all creature cards he's aside this way into play.					
<b>Looming Shade</b>	SC	C	••	•••	7.2.5
●●● Looming Shade gets +1/-1 until end of turn 1/1.					
<b>Lord of the Pit</b>	EN	C	••	•••	10.4.2
Flying. Trample. At the beginning of your upkeep, sacrifice a creature other than Lord of the Pit. If you can't, Lord of the Pit deals 1 damage to you. 1/1.					
<b>Lord of the Undeath</b>	SC	R	•••	••••	PS
All Zombies get +1/-1. ●●● Return target Zombie card from your graveyard to your hand. 2/2.					
<b>Lost</b>	SC	C	••	••••	4.5.6.1G
Swampwalk 2/1.					
<b>Lurking Evil</b>	EN	R	•••	•••	UD
Pay half your life, rounded up. Lurking Evil becomes a 4/4 Horror creature with flying.					
<b>Lurking Jackals</b>	EN	C	••	•••	UD
When an opponent has 10 life or less, if Lurking Jackals is in your opponent's hand, it becomes a 3/2 Horror creature.					
<b>Lurking Skirge</b>	EN	R	••	•••	UL
When a creature is put into an opponent's graveyard from play, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 Imp creature with flying.					
<b>Maddening Imp</b>	SC	C	•••	•••	TM
Flying. ●●● Ten-Whole creatures target opponent controls and sacrifice this turn 1/1. At end of turn, destroy each of those creatures that didn't attack. Pay ability only during an opponent's turn and only before combat. 1/1.					
<b>Maggot Carrier</b>	SC	C	••	•••	PS
When Maggot Carrier comes into play, each player loses 1 life 1/1.					
<b>Magical Therapy</b>	EG	C	••	•••	MM
You may pay a Maggot Therapy any time you could play an instant. Enchanted creature gets 1/2-2.					
<b>Mana Leech</b>	SC	U	••	•••	UZ
You may choose not to untap Mana Leech during your untap step. Tap target land. It doesn't untap during its controller's untap step as long as Mana Leech remains tapped.					
<b>Marauding Knight</b>	SC	R	•••	•••	IN
Protection from white. Marauding Knight gets +1/+1 for each plains you own. Marauding Knight 2/2.					
<b>Marsh Gas</b>	INS	C	••	•••	4.0K
All creatures get -2/-1 until end of turn.					
<b>Mass Lacerate</b>	SC	C	••	•••	NE
Sacrifice a swamp. Swamp Lacerate can't be blocked this turn except by artifact creatures and/or black creatures. 3/2.					
<b>Massacre</b>	SC	U	•••	•••	NE
If an opponent controls a plains and you control a swamp, you may Massacre without paying its mana cost. All creatures get -2/-2 until end of turn.					
<b>Massive Mite</b>	EN	C	••	•••	ZSH
Whenever an opponent discards a card, Megrim deals 2 damage to him.					
<b>Midnight Ritual</b>	SDR	R	•••	••••	MM
Remove X target creature cards from your graveyard from the game. For each creature card removed this way, put a 1/-1 counter on target creature.					
<b>Mind Extraction</b>	SC	C	••	•••	AP
As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.					
<b>Mind Maggots</b>	SC	U	••	•••	EX
When Mind Maggots comes into play, discard any number of creature cards from your hand. For each card discarded this way, put two +1/+1 counters on Mind Maggots. 2/2.					
<b>Mind Peel</b>	SC	C	••	•••	SH
Buyback ●●●. Target player discards a card from his hand.					
<b>Mind Reave</b>	SC	C	••	•••	5JA
Target player discards a card from his hand. Draw a card at the top of the next upkeeps.					
<b>Mind Rot</b>	SDR	C	••	•••	7
Target player discards two cards from his hand.					
<b>Mind Slash</b>	EN	U	••	•••	NE
●●● Sacrifice a creature. Look at target opponent's hand and choose a card. That player discards that card. Pay this ability only any time you could play a sorcery.					
<b>Mind Sweep</b>	EN	C	••	•••	NE
If you control a swamp, you may sacrifice a creature instead of paying Mind Sweep's mana cost. Each player removes two cards in his hand from the game.					
<b>Mind Twist</b>	SDR	C	•••	••••	LUR4
Largest opponent discards X cards at random from his hand.					
<b>Mind X</b>	EN	C	••	•••	5.5.1A
Look at target player's hand and choose X cards from it that player discards them.					

## TOP TEN ODYSSEY CARDS

## 4 THOUGHT REMOVAL

Don't let the maximum hand size reduction scare you; this guy's the real deal. A 4/4 for four mana with any restriction short of phasing belongs in high every deck of the right color. So what if you wouldn't play more than one at a time. One's usually all it'll take to devour your opponent's thoughts of winning. Mummy, num, num...



<b>Internal Darkness</b>	EN R * ● ● ● ●	IA
Cumulative upkeep—Pay P and 1 life. If a land is tapped for mana, it produces ● instead of its normal type and amount.		
<b>Internal Denizen</b>	SC R * ● ● ●	IA
At the beginning of your upkeep sacrifice two swamps. If you can't tap Internal Denizen, and an opponent may gain control of a creature you control of his choice. That opponent retains control of that creature as long as Internal Denizen remains in play. ● Gain control of Internal Denizen as long as Internal Denizen remains in play. 5/7		
<b>Internal Genesis</b>	EN R * ● ● ● ●	PY
At the beginning of each player's upkeep, that player puts the top card of his library into his graveyard. He then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.		
<b>Internal Harvest</b>	SOR C * ● ● ●	YS
As an additional cost to play Internal Harvest, return any number of swamps you control to their owner's hand. Internal Harvest deals damage equal to the number of swamps returned this way, divided so you choose among any number of target creatures.		
<b>Internal Medusa</b>	SC U * ● ● ● ●	LG
Whenever Internal Medusa becomes or becomes blocked by a non Wall creature, destroy that creature at end of combat. 2/4		
<b>Internal Tribute</b>	EN R * ● ● ● ●	WL
● Sacrifice a creature in play: Draw a card		
<b>Initiate of the Ebon Hand</b>	SC H * ● ● ● ●	SE
● Add ● to your mana pool. If more than ● is spent this way in one turn, sacrifice Initiates of the Ebon Hand at end of turn. 1/1.		
<b>Inquisition</b>	SOR C * ● ● ●	DK
Look at target player's hand. Inquisition exiles A damage to that player, where X is the number of white cards in his hand.		
<b>Inisidious Bookworms</b>	SC C * ● ● ●	AI
When Inisidious Bookworms is put into a graveyard from play, add a card from your deck to your target player discards a part of random from his hand.		

<b>Knight of Stormwald</b>	SC	U	♦♦♦	5.1A
<p><b>Prize:</b> Knight of Stormwald gets +1/+1 until end of turn. ♦♦♦: Knight of Stormwald gains first strike until end of turn. 2/1.</p>				
<b>Kuskon Falls</b>	EW	R	♦♦♦♦	HL
<p>At the beginning of your upkeep, sacrifice Kuskon Falls unless you tap an untapped creature you control. Each creature can't attack you unless its controller pays an additional ♦♦♦♦.</p>				
<b>Krovikan Elementalist</b>	SC	U	♦♦♦♦	5.1A
<p>♦♦♦♦: Target creature gets +1/+1 until end of turn. ♦♦♦♦: Target creature you control gains flying until end of turn. Sacrifice it at end of turn. 1/1.</p>				
<b>Krovikan Fetish</b>	EC	C	♦♦♦	5.1A
<p>When Krovikan Fetish comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature gets +1/+1.</p>				
<b>Krovikan Horror</b>	SC	R	♦♦♦	AI
<p>At end of turn, if Krovikan Horror is in your graveyard with a creature card directly above it, you may return Krovikan Horror to your hand. ♦♦♦: Sacrifice a creature; Krovikan Horror deals 1 damage to target creature or player. 2/2.</p>				
<b>Krovikan Plague</b>	SC	U	♦♦♦♦	AI
<p>Krovikan Plague can enchant only a non Wt creature you control. When Krovikan Plague comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature has ♦♦♦♦. Put a 0/1 counter on this creature, and Krovikan Plague deals 1 damage to target creature or player.</p>				
<b>Krovikan Vampire</b>	SC	U	♦♦♦♦	IA
<p>Whenever a creature dealt damage by Krovikan Vampire this turn is put into a graveyard, put that creature into play under your control at end of turn. Sacrifice the creature when you lose control of Krovikan Vampire. 3/3.</p>				
<b>Lab Rats</b>	SUR	C	♦♦♦	SH
<p>Boycorp ♦♦♦♦: Put a 1/1 Basic Rat creature token into play.</p>				
<b>Lamplighter</b>	SC	U	♦♦♦♦	AM
<p>Whenever a creature you control deals combat damage to a player, that player discards a card from his hand.</p>				



# MAGIC The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Mind Whip</b>	EC	R	**	●●●	IA
At the beginning of the upkeep of enchanted creature's controller, that player may pay ●. If he doesn't, Mind Whip deals 2 damage to that player and you tap enchanted creature.					
<b>Mindstab Thrill</b>	SC	C	**	●●●	5FE
When Mindstab Thrill attacks and isn't blocked, you may sacrifice 1. If you do, defending player discards three cards from his hand. 2/2.					
<b>Mindwarper</b>	SC	R	**	●●●	SH
Mindwarper comes into play with three +1/+1 counters on it. ●. Remove a +1/+1 counter from Mindwarper; target player discards a card from his hand. Play this ability only any time you could play a sorcery. 2/2.					
<b>Mindship Silver</b>	SC	U	**	●●●	TM
All Silvers have: ●. Sacrifice this creature; target player discards a card at random from his hand. Play this ability only any time you could play a sorcery. 2/2.					
<b>Minion of Leshrac</b>	SC	R	**	●●●●	IA
Protection from black. At the beginning of your upkeep, sacrifice a creature other than Leshrac. If you don't, tap Minion of Leshrac and it deals 5 damage to you. ●. Destroy target creature or land. 5/5.					
<b>Minion of Teshac Szat</b>	SC	R	**	●●●●	IA
At the beginning of your upkeep, Minion of Teshac Szat deals 2 damage to you unless you pay ●. ●. Target creature gets +3/2 until end of turn. 4/4.					
<b>Minion of the Wastes</b>	SC	R	**	●●●●	TM
Fading. As Minion of the Wastes comes into play, pay any amount of life. Minion of the Wastes' power and toughness are each equal to the life paid this way. 1/1.					
<b>Mire Shade</b>	SC	R	**	●●●	MG
●. Sacrifice a swamp. Put a +1/+1 counter on Mire Shade. Play this ability only any time you could play a sorcery. 1/1.					
<b>Mischewort Poltergeist</b>	SC	U	**	●●●	EWL
Flying. Pay 1 life; Regenerate Mischewort Poltergeist. 1/1.					
<b>Misinformation</b>	INS	U	**	●●●	AI
Put up to three target cards from an opponent's graveyard on top of his library in any order.					
<b>Misspagan Fiend</b>	SC	C	**	●●●	MM
Flying. 1/1.					
<b>Mold Demon</b>	SC	R	**	●●●	LG
When Mold Demon comes into play, sacrifice it unless you sacrifice two swamps. 6/6.					
<b>Mole Worms</b>	SC	U	**	●●●	5IA
You may choose not to untap Mole Worms during your upkeep step. ●. Tap target land. It doesn't untap during its controller's upkeep step as long as Mole Worms remains tapped. 1/1.					
<b>Molting Harpy</b>	SC	U	**	●●●	MM
Flying. At the beginning of your upkeep, sacrifice Molting Harpy unless you pay ●. 2/1.					
<b>Moor Fiend</b>	SC	C	**	●●●	IA
Swarmdeck. 3/3.					
<b>Morgue Thrill</b>	SC	C	**	●●●	SH
Sacrifice Morgue Thrill; Put the top three cards of your library into your graveyard. 2/2.					
<b>Morgue Teed</b>	SC	C	**	●●●	PS
Sacrifice Morgue Teed. Add ● to your mana pool. 2/2.					
<b>Morian</b>	SL	R	**	●●●	WL
Flying. Cumulative upkeep. Pay 1 life. 5/4.					
<b>Murderer</b>	EN	R	**	●●●	SH
Whenever a creature is put into your graveyard from play, put that creature on top of your library.					
<b>Mournful Zombie</b>	SC	C	**	●●●	AP
●. Target player gains 1 life. 2/1.					
<b>Mourning</b>	SC	C	**	●●●	IN
Enchanted creature gets 2/0. ●. Return Mourning to its owner's hand.					
<b>Murderous Betrayal</b>	EN	R	**	●●●	NE
●. Pay half your life rounded up. Destroy target non-black creature. It can't be regenerated.					
<b>Mark Dwellers</b>	SC	C	**	●●●	45DK
Whenever Mark Dwellers attacks and isn't blocked, it gets +2/+1 until end of turn. 2/2.					
<b>Nakaya Shade</b>	SC	U	**	●●●	PY
●. Nakaya Shade gets +1/+1 until end of turn unless any player pays ●. 1/1.					
<b>Nameless Race</b>	SC	R	**	●●●	DK
Temple. As Nameless Race comes into play, pay X life where X is no more than the total number of white cards all opponents control and white cards in your graveyards. Nameless Race's power and toughness are each equal to the life paid as it came into play. 1/1.					
<b>Nausa</b>	SOR	C	**	●●●	ZEX
All creatures get -1/-1 until end of turn.					
<b>Necra Dissolve</b>	SC	C	**	●●●	AP
●. Add one mana of any color to your mana pool. ●. Prevent the next 1 damage that would be dealt to target creature or player this turn. 1/1.					
<b>Necra Sanctuary</b>	EN	U	**	●●●	AP
At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.					
<b>Necrotag</b>	SC	U	**	●●●	WL
Remove the top creature card in your graveyard from the game. Necrotag gets +2/+2 until end of turn. 1/2.					
<b>Necrowarper</b>	SC	R	**	●●●	AP
Kicker ● and/or ●. If you paid the ● kicker cost, Necrowarper comes into play with two +1/+1 counters on it and has Tample. If you paid the ● kicker cost, Necrowarper comes into play with a +1/+1 counter on it and has "Whenever Necrowarper deals damage, you gain that much life." 2/2.					
<b>Necrite</b>	SC	C	**	●●●	5FE
When Necrite attacks and isn't blocked, you may sacrifice it to destroy target creature defending player controls. That creature can't be regenerated. 2/2.					
<b>Necrologia</b>	INS	U	**	●●●	ZEX
Pay Necrologia only during your end of turn step. As an					

NAME KIND CR PR COST SETS

Additional cost to play Necrologia, pay any amount of life. Draw X cards, where X is the amount of life paid this way.

EN U \*\*\* ●●● VS

**Necromancy**

You may play Necromancy any time you could play an instant. If it was played any time a sorcery could have been played, sacrifice it at end of turn. When Necromancy comes into play, put target creature card from a graveyard into play under your control and Necromancy becomes an enchant creature enchanting that creature. When Necromancy leaves play, destroy enchanted creature. It can't be regenerated.

EN R \*\*\* ●●● 5IA

**Necroperceptance**

Skip your draw step. If you would discard a card from your hand, remove that card from the game instead. Pay 1 life. Set aside the top card of your library face down. At the end of your turn, put that card into your hand.

SC R \*\*\* ●●● 6VS

**Necrosavant**

●. Sacrifice a creature; Put Necrosavant into play. Play this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5

EN R \*\*\* ●●● VS

**Nekrotal**

First strike. When Nekrotal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated. 2/1.

NAME KIND CR PR COST SETS

EN R \*\*\* ●●● 5IA

**Nether Shadow**

Haste. At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play. 1/1.

NAME KIND CR PR COST SETS

EN R \*\*\* ●●● 5IA

**Nether Spirit**

At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play. 2/2

NAME KIND CR PR COST SETS

EW \*\*\*\* ●●● LG

**Nether Void**

Whenever a player plays a spell, counter it unless its controller pays ●. 1/1

NAME KIND CR PR COST SETS

SC U \*\*\* ●●● LJR

**Netting Imp**

●. Target non-Wall creature an opponent controls attacks this turn, if able. At end of turn, if that creature didn't attack this turn destroy it. Ignore this effect if that player doesn't control the creature continuously since the beginning of the turn. Play this ability only during an opponent's turn before attackers are declared. 1/1

NAME KIND CR PR COST SETS

SC R \*\*\* ●●● LUR4.5.7

**Nightmare**

Flying. Nightmare's power and toughness are each equal to the number of swamps you control. 7/7.

NAME KIND CR PR COST SETS

IN R \*\*\* ●●●

**Nightscape Apprentice**

●. Put target creature you control on top of its owner's library. ●. Target creature gains first strike until end of turn. 1/1.

NAME KIND CR PR COST SETS

SC U \*\*\*\* ●●● PS

**Nightscape Battlemage**

Kicker ● and/or ●. When Nightscape Battlemage comes into play, if you paid the ● kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the ● kicker cost, destroy target land. 2/2.

NAME KIND CR PR COST SETS

SC C \*\*\*\* ●●● PS

**Nightscape Familiar**

Blue spells and red spells you play cost ● less to play. ●. Regenerate Nightscape Familiar. 1/1.

NAME KIND CR PR COST SETS

SC R \*\*\* ●●● IN

**Nightscape Master**

●. Return target creature to its owner's hand. ●. Nightscape Master deals 2 damage to target creature. 2/2.

NAME KIND CR PR COST SETS

SC U \*\*\* ●●● UD

**Nightshade Seer**

●. Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn where X is the number of cards revealed this way. 1/1

TOP TEN ODYSSEY CARDS

3 SHADOWMAGE INFILTRATOR

Not to sound like a broken record, but card advantage wins games. That's why thousands played the Ophidian and Thieving Magpie. This guy—designed by Jon Finkel after winning last year's Magic Invitational tourney—is even better. With built-in fear and the power to deal damage and net you a card, he'd be the best creature in the set if not for our no-brainer top pick.

Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures.

Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.

<b>No Mercy</b>	EN	R	**	●●●	UL
Whenever a creature deals damage to you, destroy it.					
<b>No Rest for the Wicked</b>	SC	C	**	●●●	UL
Sacrifice No Rest for the Wicked; Return to your hand all creature cards put into your graveyard from play since the beginning of the turn.					
<b>Nocturnal Raid</b>	INS	U	**	●●●	ZMG
Black creatures get +2/+4 until end of turn.					
<b>Noctrit</b>	SC	C	**	●●●	IA
●. Untap target black creature. ●. Target non-Wall creature attacks this turn if able. If that creature doesn't attack, destroy it at end of turn unless it came under its controller's control this turn. Play this ability only during that creature's controller's turn before the declare attackers step. 1/1.					
<b>Notorious Assassin</b>	SC	R	**	●●●	MM
●. Discard a card from your hand; Destroy target nonblack creature. It can't be regenerated. 2/2.					
<b>Nuxious Field</b>	EL	U	**	●●●	PY
Enchanted land has: "This land deals 1 damage to each					

<b>Odysseus</b>	SC	R	**	●●●	PS
Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from his hand.					
<b>Oath of Shards</b>	EN	R	**	●●●	EX
At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in an opponent's graveyard, the player may return target creature card from his graveyard to his hand.					
<b>Oath of Lim-Doh</b>	EN	R	**	●●●	IA
Whenever you lose life, sacrifice a permanent or discard a card from your hand for each 1 life you lose. You can't sacrifice Oath of Lim-Doh this way. ●. Draw a card.					
<b>Odysseus</b>	SC	U	**	●●●	WL
Swampwalk. Whenever Odysseus deals damage to a player, that player discards a card from his hand. 2/2.					
<b>Oppression</b>	EN	R	**	●●●	TUZ
Whenever a player plays a spell, that player discards a card from his hand.					
<b>Order of the Ebon Hand</b>	SC	C	**	●●●	FE
Protection from white. ●. Order of the Ebon Hand gains +1/+1 until end of turn. ●. Order of the Ebon Hand gains first strike until end of turn. 2/1.					
<b>Order of Tawngoth</b>	SC	U	**	●●●	UZ
Order of Tawngoth can't be blocked except by artifact creatures and black creatures. Whenever Order of Tawngoth deals damage to a player, that player discards a card from his hand. 2/2.					
<b>Ostracize</b>	SOR	C	**	●●●	TUZ
Look at target opponent's hand and choose a creature card from it. That player discards that card.					
<b>Oubliette</b>	EN	C	**	●●●	AN
When Oubliette comes into play, target creature phases out. That creature can't phase in as long as Oubliette remains in play. When Oubliette leaves play the creature phases in and tap it.					
<b>Outbreak</b>	SOR	U	**	●●●	PY
Pay a discard a swamp from your hand instead of paying Outbreak's mana cost. Choose a creature type. All creatures of that type get -1/-1 until end of turn.					
<b>Painful Memories</b>	SOR	C	**	●●●	5MG
Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.					
<b>Parallax Demolition</b>	EC	C	**	●●●	NE
Fading. 1 enchanted creature gets +3/+2. When Parallax Demolition leaves play, destroy enchanted creature. That creature can't be regenerated.					
<b>Parallax Nexus</b>	EN	R	**	●●●	NE
Fading. 5 Remove a face counter from Parallax Nexus. Target opponent removes a card in his hand from the game as long as Parallax Nexus is in play. Play this ability only any time you could play a sorcery. When Parallax Nexus leaves play, each player returns to his hand all cards he owns removed from the game with Parallax Nexus.					
<b>Paralyze</b>	EC	C	**	●●●	LUR4.5
When Paralyze comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's upkeep phase. Enchanted creature, if able, at the beginning of your upkeep, you may pay ●. If you do, untap enchanted creature.					
<b>Parasitic Bond</b>	EC	U	**	●●●	UZ
At the beginning of the upkeep of enchanted creature's controller, Parasitic Bond deals 7 damage to that player.					
<b>Perish</b>	SOR	U	**	●●●	6TM

C=COMMON U=UNCOMMON R=RARE

●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ●WHITE ●LAND

ART Artifact EC Enchant Creature EW Enchant World LAN Land SL Summon Legend  
AC Artifact Creature EL Enchant Land DNS Instant L.L. Legendary Land SOR Sorcery  
EA Enchant Artifact EN Enchantment LA Legendary Artifact SC Summon Creature SP Split Card

Banned in Type 1 Restricted in Type 1 Banned in Extended Banned in Block Format

MAGIC FACT Sandals Of Abdallah, from Arabian Nights, and War Barge, from The Dark, are the only nonblue cards to exclusively grant islandwalk.

78 INQUESTGAMER 79




NAME	KIND	CR	PP	COST	SETS
<b>Target Opponent</b> reveals a card at random from his or her hand. <b>Target creature</b> gets <b>-1/-1</b> until end of turn. <b>Where X is the revealed card's converted mana cost.</b> <b>Play this ability any time you could play a sorcery.</b> <b>5.1A</b>					
<b>Fox</b>	SC	R	---	---	5.1A
Each player loses a third of his life then discards a third of the cards in his hand, then sacrifices a third of the creatures he controls. Then sacrifices a third of the lands he controls. Round each loss to 1.					
<b>Preponderance of Power</b>	SC	U	---	---	MM
Whenever enchanted creature becomes blocked, tap all lands defending player controls.					
<b>Priest of Pix</b>	SC	U	---	---	UZ
When Priest of Pix comes into play, if you played it from your hand, add <b>1</b> to your mana pool 2/1.					
<b>Priest of Vengmoot</b>	SC	C	---	---	AO
Sacrifice an artifact. Add to your mana pool an amount of black mana equal to the sacrificed artifact's converted mana cost. 1/2.					
<b>Primeval Shaman</b>	SC	U	---	---	MM
Primeval Shaman gets <b>+1/+1</b> until end of turn. 3/3.					
<b>Purraj of Urborg</b>	SC	R	---	---	MG
Whenever Purraj of Urborg attacks, it gains first strike until end of combat. Whenever a black spell is played, you may pay <b>2</b> . If you do, put a <b>+1/+1</b> counter on Purraj of Urborg. 2/3.					
<b>Putrefaction</b>	EN	U	---	---	MM
Whenever a player plays a white spell or green spell, that player discards a card from his hand.					
<b>Python</b>	SC	C	---	---	6VS
3/2.					
<b>Quagmire</b>	EN	U	---	---	LG
Creatures with swampwalk may be blocked as though they didn't have swampwalk.					
<b>Quagmire Druid</b>	SC	C	---	---	AP
Sacrifice a creature. Destroy target enchantment. 2/2.					
<b>Quagmire Lamprey</b>	SC	U	---	---	MM
Whenever Quagmire Lamprey becomes blocked by a creature, put a <b>1</b> to <b>1</b> counter on that creature. 1/1.					
<b>Rabid Rats</b>	SC	C	---	---	SH
Target blocking creature gets <b>-1/-1</b> until end of turn 1/1.					
<b>Rag Man</b>	SC	R	---	---	5.6.7DK
Look at target opponent's hand. That player discards a creature card at random from it. Play this ability only during your turn. 2/1.					
<b>Rain of Fifth</b>	INS	U	---	---	UZ
Until end of turn, lands you control gain "Sacrifice this land: Add <b>1</b> to your mana pool."					
<b>Rain of Tears</b>	SDR	U	---	---	TM,MM
Destroy target land.					
<b>Raise Dead</b>	SDR	C	---	---	LUR,4.5.6.7
Return target creature card from your graveyard to your hand.					
<b>Rampart Crawler</b>	SC	C	---	---	MM
Rampart Crawler can't be blocked by Walls. 1/1.					
<b>Rank and File</b>	SC	U	---	---	UL
When Rank and File comes into play all green creatures get <b>+1/+1</b> until end of turn. 3/3.					
<b>Rapid Decay</b>	INS	R	---	---	UD
Remove from the game up to three target cards in a single graveyard. Dying. 2/1.					
<b>Rathi Assassin</b>	SC	R	---	---	NE
Destroy target tapped nonblack creature.					
Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 2/2.					
<b>Rathi Fiend</b>	SC	U	---	---	NE
When Rathi Fiend comes into play, each player loses 3 life.					
Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 2/2.					
<b>Rathi Intimidator</b>	SC	C	---	---	NE
Rathi Intimidator can't be blocked except by artifact creatures and/or black creatures.					
Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library. 2/1.					
<b>Rats of Rath</b>	SC	C	---	---	TM
Destroy target artifact, creature, or land you control. 2/1.					
<b>Revenant Rats</b>	SC	C	---	---	UD,IN
When Revenant Rats comes into play, target opponent discards a card from his hand. 1/1.					
<b>Revenant Skirge</b>	SC	C	---	---	UZ
Flying. Whenever Revenant Skirge attacks, it gets <b>+2/+0</b> until end of turn. 1/1.					
<b>Revenant Vampire</b>	SC	C	---	---	MG
Flying. At the beginning of your upkeep, you may sacrifice a nonblack creature. If you do, put a <b>+1/+1</b> counter on Revenant Vampire. If you don't, put Revenant Vampire 3/7.					
<b>Razortooth Rats</b>	SC	C	---	---	6.7ML
Razortooth Rats can't be blocked except by artifact creatures and/or black creatures. 2/1.					
<b>Reanimate</b>	SDR	U	---	---	TM
Put target creature card from a graveyard into play under your control. You lose life equal to its converted mana cost.					
<b>Rebel Informer</b>	SC	R	---	---	PY
Rebel Informer can't be targeted by white spells or abilities from a white source. Put target Rebel on the bottom of its owner's library. 1/2.					
<b>Reckless Spite</b>	INS	U	---	---	TM,IN
Destroy two target nonblack creatures. You lose 5 life.					
<b>Recursive Wight</b>	SC	U	---	---	UZ
At the beginning of your upkeep, if you control another nonland permanent, sacrifice Recursive Wight. 4/4.					
<b>Recover</b>	SDR	C	---	---	IN
Return target creature card from your graveyard to your hand. Draw a card.					
<b>Recurring Nightmare</b>	EN	R	---	---	EX
Sacrifice a creature. Return Recurring Nightmare to its owner's hand. Return target creature card from your graveyard to play. Play this ability only any time you could play a sorcery.					
<b>Reign of Terror</b>	SDR	U	---	---	MG
Destroy all white creatures or all green creatures. They can't be regenerated. You lose 2 life for each creature put into a graveyard this way. 1/1.					
<b>Repnores</b>	SDR	R	---	---	7UZ
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each permanent sacrificed this way.					
<b>Restless Dead</b>	SC	C	---	---	MG
Regenerate Restless Dead. 1/1.					
<b>Revenant</b>	SC	R	---	---	7SH
Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard. 7/7.					
<b>Rhystic Syphon</b>	SDR	U	---	---	PY
Unless target player pays <b>2</b> , he loses 5 life and you gain 5 life.					

NAME	KIND	CR	PP	COST	SETS
<b>Rhystic Tutor</b>	SDR	R	---	---	PY
Unless any player pays <b>2</b> , search your library for a card, put that card into your hand, then shuffle your library.					
<b>Ritual of the Machine</b>	SDR	R	---	---	AI
As an additional cost to play Ritual of the Machine, sacrifice a creature. Gain control of target nonblack, nonartifact creature.					
<b>Rouse</b>	INS	C	---	---	MM
If you control a swamp, you may pay 2 life instead of paying Rouse's mana cost. Target creature gets <b>+2/+0</b> until end of turn.					
<b>Royal Assassin</b>	SC	R	---	---	LUR,4
Destroy target tapped creature. 1/1.					
<b>Sacrifice</b>	INS	U	---	---	LUR
As an additional cost to play Sacrifice, sacrifice a creature. Add to your mana pool an amount of black mana equal to the sacrificed creature's converted mana cost.					
<b>Sadistic Bile</b>	EC	C	---	---	TM
Whenever a creature is put into a graveyard from play, put a <b>+1/+1</b> counter on enchanted creature.					
<b>Sanguine Guard</b>	SC	U	---	---	UZ
First strike. Regenerate Sanguine Guard. 2/2.					
<b>Sarcophagy</b>	EN	R	---	---	TM
When Sarcophagy comes into play, put a 2/2 black Zombie creature token into play. At the beginning of your upkeep, if there are no Zombies in play, Sarcophagy deals 1 damage to you.					
<b>Scandalmonger</b>	SC	U	---	---	MM

## TOP TEN ODYSSEY CARDS

### 2. TRAUMATIZE

Millstone decks will be back in full force soon, and this ultimate whammy is the reason why. Five mana dumps half a player's library into his graveyard, leaving him all but hopeless, especially since graveyard recursion, save flashback spells, is almost nonexistent these days. Gosh, they could've at least reprinted Feldon's Cane. Maybe that 250-card Battle Of Wits deck ain't a bad idea after all.



Target player puts the top half of his or her library, rounded down, into his or her graveyard.

*Dreads had half a mind to leave.*

Target player discards a card from his hand. Any player may play this ability only if he could pay a sorcery. 3/3.					
<b>Scare Tactics</b>	INS	C	---	---	EX
Whenever you control get <b>+1/+0</b> until end of turn.					
<b>Scathe Zombies</b>	SC	C	---	---	LUR,4.5.6.7
2/2.					
<b>Scavenged Weaponry</b>	EC	C	---	---	IN
When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets <b>+1/+1</b> .					
<b>Scavenging Ghoul</b>	SC	U	---	---	LUR,4
At end of turn, put a corpse counter on Scavenging Ghoul for each creature put into a graveyard that turn. Remove a corpse counter from Scavenging Ghoul: Regenerate Scavenging Ghoul. 2/2.					
<b>Scent of Nightshade</b>	INS	C	---	---	UD
Reveal any number of black cards in your hand. Target creature gets <b>-1/-1</b> until end of turn. Where X is the number of cards revealed this way.					
<b>Screaching Harry</b>	SC	C	---	---	TM
Flying. Regenerate Screaching Harry. 2/2.					
<b>Soul of Doom</b>	EN	C	---	---	NE
Sacrifice Soul of Doom: Destroy target nonblack creature. It can't be regenerated.					
<b>Season of the Witch</b>	EN	R	---	---	DK
At the beginning of your upkeep, sacrifice Season of the Witch unless you pay 2 life. At end of turn, destroy all untapped creatures that didn't attack this turn, except for creatures that couldn't attack.					
<b>Seizures</b>	EC	C	---	---	IA
Whenever enchanted creature becomes tapped, Seizures deals 3 damage to enchanted creature's controller unless that player pays <b>2</b> .					
<b>Sengir Autocrat</b>	SC	R	---	---	5.6.HL
When Sengir Autocrat comes into play, put three black 1/1 Sengir creature tokens into play. When Sengir Autocrat leaves play, remove all Sengir tokens from the game. 2/2.					
<b>Sengir Bats</b>	SC	C	---	---	HL
Flying. Whenever a creature deal damage by Sengir Bats this turn is put into a graveyard, put a <b>+1/+1</b> counter on Sengir Bats. 1/2.					
<b>Sengir Vampire</b>	SC	U	---	---	LUR,4
Flying. Whenever a creature damaged by Sengir Vampire this turn is put into a graveyard, put a <b>+1/+1</b> counter on Sengir Vampire. 4/4.					
<b>Serpent Warrior</b>	SC	C	---	---	7SH
When Serpent Warrior comes into play, you lose 3 life. 3/3.					
<b>Servant of Volrath</b>	SC	C	---	---	TM
When Servant of Volrath leaves play, sacrifice a creature. 3/3.					
<b>Sewer Rat</b>	SDR	C	---	---	MM
Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.					
<b>Sewer Rats</b>	SC	C	---	---	MG
Pay 1 life. Sewer Rats gets <b>+1/+0</b> until end of turn. Play this ability no more than three times each turn. 1/1.					
<b>Severed of Eternity</b>	INS	C	---	---	PR
Choose a target creature. If it's attacking, it's unblockable the turn it's blocking, prevent a combat damage that would be dealt to it by it and all creatures it's blocking.					
<b>Shadow Guildmage</b>	SC	C	---	---	MG
Put target creature you control on top of its owner's library. Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you. 1/1.					

NAME	KIND	CR	PP	COST	SETS
<b>Shadow Rider</b>	SC	C	---	---	WL
Flanking. 3/3.					
<b>Shallow Grave</b>	INS	R	---	---	MG
Put the top creature card from your graveyard into play. That creature gains haste until end of turn. Remove it from the game at end of turn.					
<b>Shattered Crypt</b>	SDR	C	---	---	WL
Return X target creature cards from your graveyard to your hand and you lose X life.					
<b>Shauks, Endbringer</b>	SL	R	---	---	MG
Flying. Shauks, Endbringer can't attack if there's another creature in play. At the beginning of your upkeep, you lose 3 life. 5/5.					
<b>Shimian Night Stalker</b>	SC	U	---	---	CHL6
All damage that would be dealt to you this turn from target attacking creature is dealt to Shimian Night Stalker instead. 4/4.					
<b>Shriek of Dread</b>	INS	C	---	---	PS
Target creature can't be blocked this turn except by artifact creatures and/or black creatures.					
<b>Sick and Tired</b>	INS	C	---	---	UL
Two target creatures each get <b>-1/-1</b> until end of turn.					
<b>Sicken</b>	EC	C	---	---	UZ
Enchanted creature gets <b>-1/-1</b> Dying. 3/3.					
<b>Silent Assassin</b>	SC	R	---	---	MM
Destroy target blocking creature at end of combat. 2/1.					
<b>Simulacrum</b>	INS	U	---	---	LUR,4

NAME	KIND	CR	PP	COST	SETS
the damage dealt, but not more than the amount of spent on X. The player's life total before Soul Burn dealt damage or the creature's toughness.					
<b>Soul Chisel</b>	SC	U	---	---	NM
Pay 2 life. Regenerate enchanted creature.					
<b>Soul Exchange</b>	SDR	U	---	---	FE
As an additional cost to play Soul Exchange, remove a creature you control from the game. Put target creature card from your graveyard into play. If the removed creature was a Thrull, put a <b>+2/+2</b> counter on that creature.					
<b>Soul Fetter</b>	SDR	U	---	---	7UD
Target player loses 4 life and you gain 4 life.					
<b>Soul Kiss</b>	EC	C	---	---	IA
Pay 1 life. Enchanted creature gets <b>+2/+2</b> until end of turn. Play this ability no more than three times each turn.					
<b>Soul Rend</b>	INS	U	---	---	MG
Destroy target creature. If it's white, a creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep.					
<b>Soul Strings</b>	SDR	C	---	---	PY
Return two target creatures cards from your graveyard to your hand unless any player pays <b>2</b> .					
<b>Soulsinker</b>	SC	U	---	---	TM
Pay 1 life. Put a <b>+1/+1</b> counter on Soulsinker. 2/2.					
<b>Soulsriek</b>	SC	C	---	---	MG
Target creature you control gets <b>+X/+0</b> until end of turn where X is the number of creature cards in your graveyard. Sacrifice that creature at end of turn.					
<b>Specter's Will</b>	SDR	C	---	---	MM
Target player discards a card at random from his hand.					
<b>Spike Carnibal</b>	SC	U	---	---	EX
Spike Carnibal comes into play with a <b>+1/+1</b> counter on it. When Spike Carnibal comes into play, move all <b>+1/+1</b> counters from all creatures onto it. 0/0.					
<b>Spinal Graft</b>	EC	C	---	---	TM
Enchanted creature gets <b>+3/+3</b> when enchanted creature becomes the target of a spell ability. Enchanted creature. It can't be regenerated.					
<b>Spined Fluke</b>	SC	U	---	---	UZ
When Spined Fluke comes into play, sacrifice a creature. Regenerate Spined Fluke. 5/1.					
<b>Spineless Thug</b>	SC	C	---	---	7NE
Spineless Thug can't block. 2/2.					
<b>Spinning Darkness</b>	SC	C	---	---	WL
You may remove the top three black cards in your graveyard from the game instead of paying Spinning Darkness's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.					
<b>Spirit of the Night</b>	SL	R	---	---	MG
Haste. Whenever Spirit of the Night attacks, it gains first strike until end of combat. 5/5.					
<b>Spirit Shackles</b>	EC	U	---	---	4IG
Whenever enchanted creature becomes tapped, put a <b>-0/-2</b> counter on it.					
<b>Spiteful Bully</b>	SC	C	---	---	NE
At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control. 3/3.					
<b>Spoils of Evil</b>	INS	R	---	---	IA
For each artifact or creature card in an opponent's graveyard, add one colorless mana to your mana pool and you gain 1 life.					
<b>Spoils of War</b>	SDR	R	---	---	IA
Put <b>X</b> <b>+1/+1</b> counters on any number of target creatures, distributed as you choose, where X is the number of creature and artifact cards in an opponent's graveyard.					
<b>Spreading Plague</b>	EN	R	---	---	IN
Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.					
<b>Squirreling Mass</b>	SC	C	---	---	UD
Squirreling Mass can't be blocked except by artifact creatures and/or black creatures.					
<b>Steel Strength</b>	INS	C	---	---	PY
Target creature gets <b>+1/+1</b> until end of turn. Another target creature gets <b>-1/-1</b> until end of turn.					
<b>Stench of Decay</b>	INS	C	---	---	AI
Nonartifact creatures get <b>-1/-1</b> until end of turn.					
<b>Stench of Evil</b>	SDR	U	---	---	IA
Destroy all plans. For each land put into a graveyard this way, Stench of Evil deals 1 damage to that land's controller unless he pays <b>2</b> .					
<b>Stone-throwing Devils</b>	SC	C	---	---	AN
First strike. 1/1.					
<b>Strands of Night</b>	EN	U	---	---	6.7WL
Pay 1 life. Sacrifice a swamp. Return target creature card from your graveyard to play.					
<b>Stronagold Cabal</b>	SC	R	---	---	5.6.IA
Pay 1 life. Counter target white spell. 2/2.					
<b>Stronagold Spy</b>	SDR	U	---	---	AI
Whenever Stronagold Spy attacks and isn't blocked, you may return target creature you control to your hand. 1/1.					
<b>Stronagold Assassin</b>	SC	R	---	---	7SH
Sacrifice a creature. Destroy target nonblack creature. 2/1.					
<b>Stronagold Discipline</b>	SDR	C	---	---	NE
Each player loses 1 life for each creature he controls.					
<b>Stronagold Taskmaster</b>	SC	C	---	---	SH
All other black creatures get <b>1</b> to <b>1</b> . 4/3.					
<b>Stupefied</b>	SDR	U	---	---	6.MG
Target opponent discards a card at random from his hand, then chooses and discards a card from his hand.					
<b>Subversion</b>	EN	R	---	---	UL
At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.					
<b>Suppress</b>	SDR	U	---	---	AP
Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.					
<b>Sun'ata Assassin</b>	SC	U	---	---	VS
Sun'ata Assassin can't be blocked except by artifact creatures and/or black creatures. Whenever Sun'ata Assassin attacks, it can't be blocked, the defending player gets a poison counter. 1/1.					
<b>Swamp Mosquito</b>	SC	C	---	---	AI
Flying. Whenever Swamp Mosquito attacks and isn't blocked, defending player gets a poison counter. 0/1.					
<b>Swat</b>	INS	C	---	---	



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**Flying** 1000 Target player puts a card from his hand into his graveyard on top of his library. If the card is put into a player's graveyard, Tainted Spider's ability 1 damage to each creature and each player. Play this ability only any time you could play a sorcery 2/2.

**Tainted Wolf** EL C \*\* 1000 IN

When Tainted Wolf comes into play, draw a card. Enchanted and is a swamp.

**Taklimagot** EC L \*\* 1000 CHLG

At the beginning of the upkeep of enchanted creature's controller, put a 0/1 counter on enchanted creature. When enchanted creature is put into a graveyard, enchanted creature's controller returns Taklimagot to play from its owner's graveyard. If there is no creature for Taklimagot to enchant, Taklimagot becomes a global enchantment under that player's control with: "At the beginning of your upkeep, Taklimagot deals 1 damage to you."

**Tar Pit Warrior** SC C \*\* 1000 VS

When Tar Pit Warrior becomes the target of a spell or ability, sacrifice Tar Pit Warrior 3/4.

**Tendrils of Despair** SOR C \* 1000 WL

As an additional cost to play Tendrils of Despair, sacrifice a creature. Target opponent discards two cards from his hand.

**Terror** INS C \*\* 1000 LUR4.5.6

Destroy target nonartifact, nonblack creature. It can't be regenerated.

**Tethered Skirge** SC U \*\* 1000 UL

Flying. Whenever Tethered Skirge becomes the target of a spell or ability, you lose 1 life 2/2.

**The Abyss** EW R \*\*\* 1000 LG

At the beginning of each player's upkeep, that player sacrifices target nonartifact creature to the abyss.

**The Fallen** SC \*\* 1000 CHDK

At the beginning of your upkeep, The Fallen deals 1 damage to each opponent. It has dealt damage to the creature 2/3.

**The Wretched** SC R \*\*\* 1000 5CHLG

At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched 2/5.

**Thrashing Wumpus** SC R \*\*\* 1000 MM

Thrashing Wumpus deals 1 damage to each creature and each player 3/3.

**Thrull Champion** SC R \*\*\* 1000 FE

All Thrulls get +1/+1. Can control target Thrull as long as you control Thrull Champions 2/2.

**Thrull Rotamer** EC U \*\* 1000 5FE

Enchanted creature gets +1/+1. Sacrifice Thrull Rotamer. Regenerate enchanted creature.

**Thrull Surgeon** SC C \*\*\* 1000 EX

1. Sacrifice Thrull Surgeon. Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

**Thrull Wizard** SC U \*\* 1000 FE

1. Counter target black spell unless that spell's controller pays or 1/1.

**Timmerian Fiends** SC R \* 1000 HL

Remove Timmerian Fiends from your deck before playing if you're not playing for ante. 1. Sacrifice Timmerian Fiends. Put target artifact an opponent owns into your graveyard and put Timmerian Fiends from anywhere into that opponent's graveyard unless that player ante the top card of his library. This change in ownership is permanent 1/1.

**Tombsone Stairwell** EW R \*\* 1000 MG

Cumulative upkeep 1. At the beginning of each upkeep, if Tombsone Stairwell is in play, each player puts into play a 2/2 black Tombsone Stairwell creature token with haste for each creature card in his graveyard. At end of turn or when Tombsone Stairwell leaves play, destroy all Tombsone Stairwell tokens put into play with it. They can't be regenerated.

**Torment** EC C \*\* 1000 SH

Enchanted creature gets -1/-1.

**Torture** EC C \*\* 1000 5HL

1. Put a -1/-1 counter on enchanted creature.

**Tortured Existence** EN C \*\* 1000 SH

1. Discard a creature card from your hand. Return target creature card from your graveyard to your hand.

**Touch of Darkness** INS J \* 1000 LG

Any number of target creatures become black until end of turn.

**Touch of Death** SOR C \*\* 1000 5JA

Touch of Death deals 1 damage to target player. You gain 1 life. Draw a card at the beginning of the next turn's upkeep.

**Tourach's Chant** EN U \*\* 1000 FE

At the beginning of your upkeep, sacrifice Tourach's Chant unless you pay 1. Whenever a player casts a forest, to play, Tourach's Chant deals 3 damage to that player unless he puts a 1/1 counter on a creature he controls.

**Tourach's Gate** EL R \* 1000 FE

Tourach's Gate can enchant only a land you control. Sacrifice a Thrull. Put three time counters on Tourach's Gate. At the beginning of your upkeep, remove a time counter from Tourach's Gate. If there are no time counters on Tourach's Gate, sacrifice it. Enchanted land has: "Attacking creatures you control get +2/+1 until end of turn."

**Transmutation** INS C \*\*\* 1000 CHLG

Switch target creature's power and toughness until end of turn. This turn effects that would alter that creature's power after its toughness instead, and vice versa.

**Trench Wurm** SC U \*\*\* 1000 5JA

1. Destroy target nonbasic land 3/3.

**Tsabo's Assassin** SC R \*\*\* 1000 IN

1. Destroy target creature. If there is a color with the most common color among all permanents on the color field, Tsabo's Assassin destroys that creature. A creature destroyed this way can't be regenerated 1/1.

**Tsabo's Decree** INS R \*\*\* 1000 IN

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Choose a creature type. Target player reveals his hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

**Twilight's Call** SOR R \*\*\* 1000 IN

You may play Twilight's Call any time you could play an instant if you pay 10 more to play it. Each player returns all creature cards from his graveyard to play.

**Twisted Experiment** EC C \*\*\* 1000 4DK

Enchanted creature gets +3/+1.

**Uncle Ithan** EN C \*\*\* 1000 4UB

Prevent damage that would be dealt to Uncle Ithan by creatures 1/3.

**Undertaker** SC C \*\*\* 1000 MM

1. Discard a card from your hand. Return target creature card from your graveyard to your hand 1/1.

**Underworld Dreams** EN C \*\*\* 1000 LG

Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him.

**Unearth** SOR C \*\*\* 1000 UL

Return target creature card with converted mana cost 3 or less from your graveyard to play. Cycling 1.

**Unholy Strength** EC R \*\*\* 1000 LUR4.5.7

Enchanted creature gets +2/+1.

**Unmask** SOR R \*\*\* 1000 MM

You may remove a black card in your hand from the game instead of paying Unmask's mana cost. Look at target

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put that card on top of it. You lose 2 life.

**Vampirism** EC U \*\*\* 1000 VS

When Vampirism comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.

**Vebuild** SC R \*\*\* 1000 4UZ

Vebuild comes into play with a +1/+1 counter on it. At the beginning of your upkeep, you may put a +1/+1 counter on Vebuild. When Vebuild attacks or blocks, destroy it at end of combat 0/0.

**Volrdane of Sengir** SL R \*\* 1000 HL

Forestwalk 5/5.

**Vondetta** INS C \*\*\* 1000 MM

Destroy target nonbasic creature. It can't be regenerated. You lose life equal to that creature's toughness.

**Vicious Hunger** SOR C \*\*\* 1000 NF

Vicious Hunger deals 2 damage to target creature. You gain 2 life.

**Victimize** SOR U \*\*\* 1000 4UZ

As an additional cost to play Victimize, sacrifice a creature. Put two target creature cards from your graveyard into play. Labeled.

**Vile Requiem** EN U \*\*\* 1000 4UZ

At the beginning of your upkeep, you may put a verse counter on Vile Requiem. Sacrifice Vile Requiem. Destroy up to X target nonblack creatures where X is

## TOP TEN ODYSSEY CARDS

For the second straight set, a winged beauty tops the charts. For seven mana, this babe's a 4/4 that can't be blocked by nonartifact creatures, is immune to Urza's Rage, Ghitu Fire and Hurricane, and can block most anything without ruffling a feather. Once you get touched by this angel, you're headed for loser purgatory. Oh Masticore, where art thou?

Flying, protection from all colors  
She encompasses all, encompasses all, endures all.

player's hand and choose a nonland card from it. That player discards that card.

**Unnatural Hunger** EC R \*\*\* 1000 MM

At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he sacrifices another creature.

**Unruly** SOR C \*\* 1000 4UZ

Each opponent discards two cards from his hand.

**Unworthy Debt** SC C \*\*\* 1000 4UZ

1. Regenerate Unworthy Debt 1/1.

**Urborg Emissary** SC U \*\*\* 1000 IN

Kicker 1. When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand 3/1.

**Urborg Justice** INS R \*\*\* 1000 WL

Target opponent sacrifices a number of creatures equal to the number of creatures put into play from your graveyard this turn.

**Urborg Mindsucker** SC C \*\*\* 1000 VS

1. Sacrifice Urborg Mindsucker. Target opponent discards a card at random from his hand. Play this ability only any time you could play a sorcery 2/2.

**Urborg Panther** SC C \*\*\* 1000 MG

1. Sacrifice Urborg Panther. Destroy target creature blocking Urborg Panther. Sacrifice Urborg Panther. Destroy target creature blocking Urborg Panther. Search your library for a card named Spirit of the Night and put that creature into play. Then shuffle your library 2/2.

**Urborg Phantom** SC C \*\*\* 1000 IN

Urborg Phantom can't block. 1. Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn 3/1.

**Urborg Shambler** SC U \*\*\* 1000 IN

At the beginning of each player's upkeep, if that player can't attack, Urborg Shambler deals 1 damage to that player 2/2.

**Urborg Skeleton** SC C \*\*\* 1000 IN

Kicker 1. Regenerate Urborg Skeleton. If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it 0/1.

**Urborg Stalker** SC R \*\*\* 1000 WL

At the beginning of each player's upkeep, if that player can't attack, Urborg Stalker deals 1 damage to that player 2/2.

**Urborg Uprising** SOR C \*\*\* 1000 AP

Return up to two target creature cards from your graveyard to your hand. Draw a card.

**Vampire Bats** SC C \*\* 1000 45LG

Flying. Vampire Bats gets +1/+0 until end of turn. Play this ability no more than twice each turn 0/1.

**Vampire Hounds** SC C \*\*\* 1000 EX

Discard a creature card from your hand. Vampire Hounds gets +2/+2 until end of turn 2/2.

**Vampiric Embrace** EC L \*\*\* 1000 4UZ

Enchanted creature gets +2/+2 and has flying. Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

**Vampiric Tutor** INS R \*\*\* 1000 6VS

Search your library for a card, then shuffle your library and

the number of verse counters on Vile Requiem. They can't be regenerated.

**Volcano Imp** SC C \*\*\* 1000 PS

Flying 1. Volcano Imp gains first strike until end of turn 2/2.

**Volrath the Fallen** SL R \*\*\* 1000 NE

1. Discard a creature card from your hand. Volrath the Fallen gets +X/-X until end of turn, where X is the discarded card's converted mana cost 6/4.

**Volrath's Dungeon** EN R \*\* 1000 EX

Pay 5 life. Destroy Volrath's Dungeon. Any player may play this ability but only during his turn. Discard a card from your hand. Target player puts a card from his hand on top of his library. Play this ability only any time you could play a sorcery.

**Wake of Vultures** SC R \*\*\* 1000 VS

Flying 1. Sacrifice a creature. Regenerate Wake of Vultures 3/1.

**Walking Dead** SC C \*\*\* 1000 LG

1. Regenerate Walking Dead 1/1.

**Wall of Bone** SC U \*\*\* 1000 LUR4.5.7

1. Regenerate Wall of Bone 1/4.

**Wall of Corpses** SC C \*\*\* 1000 MG

1. Sacrifice Wall of Corpses. Destroy target creature Wall of Corpses is blocking 0/2.

**Wall of Distortion** SC C \*\*\* 1000 MM

1. Target player discards a card from his hand. Play this ability only any time you could play a sorcery 1/3.

**Wall of Putrid Flesh** SC U \*\*\* 1000 LG

Protection from white. Prevent all damage that would be dealt to Wall of Putrid Flesh by enchanted creatures 2/4.

**Wall of Shadows** SC C \*\*\* 1000 CHLG

Prevent all combat damage that would be dealt to Wall of Shadows. Wall of Shadows can't be the target of spells and abilities that can target only Walls 0/1.

**Wall of Souls** SC L \*\*\* 1000 SH

Whenever Wall of Souls's dealt combat damage, it deals that much damage to target opponent 0/4.

**Wall of Tombstones** SC U \*\*\* 1000 LG

At the beginning of your draw step, Wall of Tombstones toughness becomes 1 plus the number of creature cards in your graveyard 0/1.

**Wall of Vipers** SC U \*\*\* 1000 PY

1. Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability 2/4.

**Warp Artifact** EA R \*\*\* 1000 LUR4.5

At the beginning of the upkeep of enchanted artifact's controller, artifact no more than twice each turn 0/1.

**Warped Devotion** EN U \*\*\* 1000 PS

Whenever a permanent is returned to a player's hand that player discards a card from his or her hand.

**Wave of Terror** EN R \*\*\* 1000 WL

Cumulative upkeep 1. At the beginning of your draw step, destroy each creature with converted mana cost equal to Wave of Terror's last paid cumulative upkeep. They can't be regenerated.

**Weakness** EC C \*\* 1000 LUR4.5

Enchanted creature gets -2/-1.

**Western Paladin** SC R \*\*\* 1000 7UZ

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1. Destroy target white creature 3/3.

**Whistled Zombi** SC C \* 1000 PY

At the beginning of your upkeep, sacrifice Whistled Zombi unless you pay 1. If you pay 1, you pay 2/2.

**Wicked Reward** INS C \*\* 1000 VS

As an additional cost to play Wicked Reward, sacrifice a creature. Target creature gets +4/+2 until end of turn.

**Will-o'-the-wisp** SC R \*\*\* 1000 LUR4

Flying. Regenerate Will-o'-the-wisp 0/1.

**Witch Engine** SC R \*\*\* 1000 4UZ

Swampwalk. Add 1. Add 1 to your mana pool. Target opponent gains control of Witch Engine 4/4.

**Withering Boon** INS U \*\*\* 1000 MG

Counter target creature spell. You lose 3 life.

**Withering Wings** EN U \*\*\* 1000 4A

At end of turn, if no creatures are in play, sacrifice Withering Wings. Withering Wings deals 1 damage to each creature and each player. Spend no more than 5 this way each turn than the number of snow-covered swamps you control.

**Word of Binding** SC R \*\*\* 1000 4DK

Tap X target creatures.

**Word of Command** INS R \*\*\* 1000 LU

Look at target opponent's hand and choose a card from it. That player plays that card with his own mana, but you make all decisions about it. The player is required only to use mana in his mana pool and mana that can be drawn from lands.

**Worms of the Earth** EN R \* 1000 4DK

Players can't play lands. Lands can't come into play. At the beginning of each player's upkeep, any player may sacrifice two lands or pay 5 life. If a player does either, sacrifice Worms of the Earth.

**Xenic Poltergeist** SC R \*\*\* 1000 4.5AQ

1. Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost 1/1.

**Yavogmoth's Demon** SC R \*\*\* 1000 CHAQ

Flying first strike. At the beginning of your upkeep, unless you sacrifice an artifact, tap Yavogmoth's Demon and it deals 2 damage to you 6/6.

**Yavogmoth's Agenda** EN R \*\*\* 1000 IN

Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.

**Yavogmoth's Bargain** EN R \*\*\* 1000 UD

Skip your draw step. Pay 1 life. Draw a card.

**Yavogmoth's Edict** EN U \*\*\* 1000 7UZ

Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

**Yavogmoth's Will** SOR R \*\*\* 1000 4UZ

Until end of turn, you may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard this turn, remove that card from the game instead.

**Zombie Boa** SC C \*\*\* 1000 AP

1. Cressa a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery 3/3.

**Zombie Master** SC R \*\*\* 1000 LUR4.5.6

All zombies have. 1. Regenerate this creature and swampwalk 2/3.

**Zombie Mob** SC U \*\*\* 1000 MG

Zombie Mob comes into play with a +1/+1 counter for each creature card in your graveyard. When Zombie Mob enters play, remove all creature cards in your graveyard from the game 2/0.

**Zombie Scavengers** SC C \*\*\* 1000 WL

Remove the top creature card in your graveyard from the game. Regenerate Zombie Scavengers 3/1.

**BLUE**

**Abduction** EC J \*\*\* 1000 6WL

When Abduction comes into play, untap enchanted creature. You control enchanted creature. When enchanted creature is put into a graveyard, return that creature to play under its owner's control.

**Abjure** INS C \*\*\* 1000 WL

As an additional cost to play Abjure, sacrifice a blue permanent. Counter target spell.



NAME	KIND	CR	PR	COST	SETS
<b>Ancestral Knowledge</b>	EN	R	---	---	WL
Cumulative upkeep: When Ancestral Knowledge comes into play, then remove any number of them from the game and put the rest back on top of your library in any order. When Ancestral Knowledge leaves play, shuffle your library.					
<b>Ancestral Memories</b>	SC	R	---	---	6.7MG
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.					
<b>Ancestral Recall</b>	INS	R	----	---	LU
Target player draws three cards.					
<b>Animate Artifact</b>	EA	U	---	---	LUR,4
Enchanted artifact becomes an artifact creature with power and toughness equal to its converted mana cost.					
<b>Annul</b>	C	---	---	---	UZ
Counter target artifact or enchantment spell.					
<b>Anthropology</b>	SC	R	---	---	WL
Anthropology comes into play with two +1/+1 counters on it. Remove all +1/+1 counters on Anthropology and put +1/+1 counters on it. 0/0.					
<b>Anti-Magic Aura</b>	EN	C	---	---	5.1G
Enchanted creature can't be targeted by spells. When Anti-Magic Aura comes into play, destroy all other enchantments enchanting enchanted creature.					
<b>Apathy</b>	EC	C	---	---	WL
Enchanted creature doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may discard a card at random from his hand. If he does, untap enchanted creature.					
<b>Apprentice Wizard</b>	SC	C	---	---	4.0K
Add three colorless mana to your mana pool. 1/1.					
<b>Arcane Denial</b>	INS	C	---	---	AI
Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.					
<b>Arcane Laboratory</b>	EN	---	---	---	7.UZ
Each player can't play more than one spell each turn.					
<b>Archivist</b>	SC	R	---	---	7.UZ
Draw a card. 1/1.					
<b>Arctic Merfolk</b>	SC	C	---	---	PS
Kicker—Return a creature to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/-1 counter on it. 1/1.					
<b>Argivian Restoration</b>	SOR	U	---	---	WL
Put target artifact card from your graveyard into play.					
<b>Arjloft's Ascent</b>	EN	C	---	---	IA
Cumulative upkeep: Target creature gains flying until end of turn.					
<b>Attunement</b>	EN	R	---	---	UZ
Return Attunement to its owner's hand. Draw three cards, then discard four cards from your hand.					
<b>Aura Flux</b>	EN	C	---	---	UL
All other enchantments have. At the beginning of your upkeep, sacrifice this enchantment unless you pay.					
<b>Aura Thief</b>	EN	---	---	---	UD
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. 2/2.					
<b>Avatar of Will</b>	SC	R	---	---	WL
Flying. If an opponent has no cards in hand, Avatar of Will costs less to play. 5/5.					
<b>Avizoa</b>	Flying	EN	C	---	UL
Flying. Avizoa gets +2/+2 until end of turn. You skip your next untap step. Play this ability only once each turn. 2/2.					
<b>Awesome Presence</b>	EC	C	---	---	AI
Enchanted creature can't be blocked unless defending player pays. For each creature that blocks enchanted creature, discard a card from your hand.					
<b>Azazel Drake</b>	SC	C	---	---	MG
Flying. Azazel Drake gets +1/+4 until end of turn. Play this ability only once each turn. 1/3.					
<b>Azure Drake</b>	SC	U	---	---	5.1G,1G
Flying. 2/4.					
<b>Back to Basics</b>	EN	R	---	---	UZ
Nonsumo: ants don't untap during their controllers' untap steps.					
<b>Backfire</b>	EC	U	---	---	4.1G
Whenever enchanted creature deals damage to you, Backfire deals that much damage to enchanted creature's controller.					
<b>Baki's Curse</b>	SOR	R	---	---	HL
Baki's Curse deals 2 damage to each creature for each enchant creature enchanting that creature.					
<b>Baldwin Conjurer</b>	SC	U	---	---	IA
Until end of turn, target snow-covered and becomes a 2/2 creature that's still a land. 0/2.					
<b>Baldwin Shaman</b>	SC	C	---	---	IA
Change the text of target white enchantment you control that doesn't have cumulative upkeep by replacing all instances of one color word with another. That enchantment gains "Cumulative upkeep: 1/1."					
<b>Barbed Star</b>	SOR	U	---	---	7
Target opponent reveals his or her hand. You draw a card for each mutant and red card in it.					
<b>Balloon Peddler</b>	SC	C	---	---	MM
Discard a card from your hand. Target creature gains flying until end of turn. 2/2.					
<b>Barrin, Master Wizard</b>	SL	R	---	---	UZ
Sacrifice a permanent: Return target creature to its owner's hand. 1/1.					
<b>Barrio's Unmaking</b>	INS	C	---	---	IN
Return target permanent to its owner's hand. If that permanent shares a color with the most common color among all permanents or the color tied for most common.					
<b>Bay Falcon</b>	SC	C	---	---	MG
Flying. Attacking doesn't cause Bay Falcon to tap. 1/1.					
<b>Bazaar of Wonders</b>	EW	R	---	---	MG
When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in a graveyard.					
<b>Benthic Behemoth</b>	SC	R	---	---	7.7M
Islandwalk. 7/5.					
<b>Benthic Explorers</b>	SC	C	---	---	AI
Until target tapped and an opponent controls it, if you add one mana of any type that land could produce to your mana pool. 2/4.					
<b>Betrayer</b>	SC	C	---	---	VS
Betrayer can enchant only a creature an opponent controls. Whenever enchanted creature becomes tapped, you draw a card.					
<b>Binding Grasp</b>	EC	U	---	---	5.1A
At the beginning of your upkeep, sacrifice Binding Grasp unless you pay. You control enchanted creature. Enchanted creature gets +0/+1.					
<b>Blind Seer</b>	SL	R	---	---	IN
Target spell or permanent becomes the color of your choice until end of turn. 3/3.					
<b>Blizzard Elemental</b>	EN	---	---	---	UD
Flying. Untap. Blizzard Elemental. 5/5.					
<b>Blockade Runner</b>	SC	C	---	---	MM

NAME	KIND	CR	PR	COST	SETS
<b>Blockade Runner</b>	INS	C	---	---	2.2
Blue Elemental Blast. INS C --- 5.7,7CHL6					
Choose one—Counter target red spell or destroy target red permanent.					
<b>Boomerang</b>	INS	C	---	---	5.7,7CHL6
Return target permanent to its owner's hand. Also in MG.					
<b>Bouncing Beesbles</b>	SC	C	---	---	UL
Bouncing Beesbles is unblockable as long as defending a player controls an artifact. 2/2.					
<b>Braingeyser</b>	SOR	R	---	---	LUR
Target player draws X cards.					
<b>Brainstorm</b>	INS	C	---	---	5.1AMM
Draw three cards, then put two cards from your hand on top of your library in any order.					
<b>Breaking Wave</b>	SOR	R	---	---	IN
You may play Breaking Wave any time you could play an instant. If you pay 2 more to play it, simultaneously untap all tapped creatures and tap all untapped creatures.					
<b>Breath of Dreams</b>	EN	U	---	---	IA
Cumulative upkeep: Green creatures have "Cumulative upkeep: 1/1."					
<b>Bronzekeeper</b>	SC	C	---	---	VS
Flying, phasing. 4/4.					
<b>Bribery</b>	SOR	R	---	---	MM
Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his library.					
<b>Brine Hag</b>	SC	U	---	---	LG
When Brine Hag is put into a graveyard, all creatures that deal damage to it this turn become 0/2. 2/2.					
<b>Brine Sear</b>	SC	U	---	---	UD
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays for each card revealed this way. 1/1.					
<b>Browbeats</b>	EN	J	---	---	6AI
Look at the top five cards of your library, put one of them into your hand, then remove the rest from the game.					
<b>Bubbling Beesbles</b>	SC	C	---	---	UD
Bubbling Beesbles is unblockable as long as defending player controls an enchantment. 3/3.					
<b>Buoyancy</b>	EN	C	---	---	MM
You may play Buoyancy any time you could play an instant. Enchanted creature has flying.					
<b>Capsize</b>	INS	C	---	---	TW
Byzack. Return target permanent to its owner's hand.					
<b>Catalog</b>	INS	C	---	---	UZ
Draw two cards, then discard a card from your hand.					
<b>Carulean Wyvern</b>	SC	U	---	---	MG
Flying, protection from green. 3/3.					
<b>Cata Disciple</b>	SC	C	---	---	AP
Target creature gets +2/+4 until end of turn.					
<b>Cata Sanctuary</b>	EN	---	---	---	1.1
At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.					
<b>Cetavolver</b>	SC	R	---	---	AP
Kicker. If you paid the kicker cost.					

NAME	KIND	CR	PR	COST	SETS
<b>Choke of Mists</b>	EC	C	---	---	LZ
Enchanted creature is unblockable.					
<b>Clone</b>	SC	U	---	---	LUR
Clone comes into play as a copy of target creature. 7/7.					
<b>Cloud Djinn</b>	SC	U	---	---	WL
Flying. Cloud Djinn may block only creatures with flying. 5/4.					
<b>Cloud Elemental</b>	SC	C	---	---	VS
Flying. Cloud Elemental may block only creatures with flying. 2/3.					
<b>Cloud of Faeries</b>	SC	C	---	---	UL
Flying. When Cloud of Faeries comes into play, if you played it from your hand, untap up to two lands. Cycling. 1/1.					
<b>Cloud Spirit</b>	SC	C	---	---	SH
Flying. Cloud Spirit may block only creatures with flying. 3/1.					
<b>Cloud Sprite</b>	SC	C	---	---	MM
Flying. Cloud Sprite may block only creatures with flying. 1/1.					
<b>Cloudscape</b>	EN	C	---	---	NE
Flying. 1/1.					
<b>Coastal Drake</b>	SC	C	---	---	AP
Flying. Return target Kavu to its owner's hand. 2/1.					
<b>Coastal Hornclaw</b>	SC	C	---	---	PY
Sacrifice a land: Coastal Hornclaw gains flying until end of turn. 3/3.					
<b>Coastal Piracy</b>	EN	U	---	---	MM
Whenever a creature you control deals combat damage to an opponent, you may draw a card.					
<b>Collective Restraint</b>	EN	R	---	---	IN
Creatures can't attack unless their controller pays for each creature attacking you, where X is the number of basic land types among lands you control.					
<b>Conciliate</b>	EP	U	---	---	7.UZ
You control enchanted permanent.					
<b>Confound</b>	INS	C	---	---	PS
Counter target spell that targets one or more creatures. 0/1.					
<b>Contempt</b>	EC	C	---	---	SH
Whenever enchanted creature attacks, return it and Contempt to their owners' hands at end of combat.					
<b>Control Magic</b>	EC	U	---	---	LUR,4
You control enchanted creature.					
<b>Copy Artifact</b>	EN	R	---	---	LUR
Copy Artifact comes into play as a copy of target artifact. It's still an enchantment.					
<b>Coral Fighters</b>	SC	U	---	---	MG
Whenever Coral Fighters attacks and isn't blocked, look at the top card of defending player's library. You may put that card on the bottom of that player's library. 1/1.					
<b>Corral Merfolk</b>	SC	C	---	---	7.UZ
Flying. 1/1.					
<b>Corral Reef</b>	EN	C	---	---	HL
Corral Reef comes into play with four purple counters on it. Sacrifice an island. Put two purple counters on Corral Reef. Tap an untapped blue creature you control. Remove a purple counter from Corral Reef. Put a +0/+1 counter on target creature.					
<b>Counterspell</b>	INS	C	---	---	LUR,4,5,6,7

NAME	KIND	CR	PR	COST	SETS
Dance of Many unless you pay 1/1.					
Daridn	SC	C	---	---	6.CHAN
Islandhome. 4/1.					
Daring Apprentice	SC	R	---	---	6.7MG
Sacrifice Daring Apprentice: Counter target spell. 1/1.					
Dark Maze	SC	C	---	---	5.HL
Dark Maze may attack this turn as though it weren't a Wall. Remove it from the game at end of turn. 4/5.					
Darting Merfolk	SC	C	---	---	MM
Return Darting Merfolk to its owner's hand. 1/1.					
Daze	INS	C	---	---	NE
You may return an island you control to its owner's hand instead of paying Daze's mana cost. Counter target spell unless its controller pays. 1/1.					
Deep Spawn	SC	U	---	---	FE
Trample. At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard. Deep Spawn can't be the target of spells or abilities this turn and doesn't untap during its controller's next untap step. Tap Deep Spawn. 5/5.					
Deep Water	EN	C	---	---	DK
Until end of turn, if you tap a land you control for mana, it produces instead of its normal type and amount.					
Deflection	INS	R	---	---	5.6.7IA
Change the target of target spell with a single target.					
Dehydration	EC	C	---	---	MM
Enchanted creature doesn't untap during its controller's untap step.					
Delusions of Mediocrity	EN	R	---	---	7.LL
When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.					
Denying Wind	SOR	R	---	---	PY
Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his library.					
Desertion	INS	R	---	---	6.VS
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.					
Devouring Deep	SC	C	---	---	LG
Islandwalk. 1/2.					
Diminishing Returns	SOR	R	---	---	8.AI
Each player shuffles his hand and graveyard into his library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.					
Diplomatic Escort	SC	U	---	---	MM
Discard a card from your hand: Counter target spell or ability that targets a creature. 1/1.					
Diplomatic Immunity	EC	C	---	---	MM
Enchanted creature can't be the target of spells or abilities. Double diplomatic immunity can't be the target of spells or abilities.					
Disappear	EC	C	---	---	UD
Return enchanted creature and Disappear to their owners' hands.					
Dismiss	INS	U	---	---	TLN
Counter target spell. Draw a card.					
Disrupt	SC	C	---	---	WLM
Counter target instant or sorcery spell unless its controller pays 1/1.					
Disruptive Student	SC	C	---	---	U.Z
Counter target spell unless its controller pays 1/1.					
Dissipate	INS	U	---	---	MG
Counter target spell. Remove one spell card from the game instead of putting it into its owner's graveyard.					
Disturbing Wake	SOR	R	---	---	IN
Return X target land nonland permanents to their owners' hands.					
Dominare	INS	U	---	---	NE
Gain control of target creature with converted mana cost X or less.					
Dominating Lich	SC	R	---	---	EX
Discard 1/1. Dominating Lich loses all abilities and becomes an enchant creature that gains "You control enchanted creature." Enchant target creature with Dominating Lich. If Dominating Lich enchants a creature, you may pay 1/1 to end this effect. 1/1.					
Dominate	SOR	R	---	---	UD
Target player gains control of target permanent you control.					
Douse	EN	U	---	---	UZ
Counter target red spell.					
Drama's Restoration	SC	C	---	---	AQ
Return any number of target artifact cards from target player's graveyard to the top of his library in any order.					
Drain Pledge	SC	C	---	---	LUR.4.5
Target player draws all mana from all lands he controls, then empties his mana pool. Put an amount of mana into your mana pool equal to the type and amount emptied from that player's this way.					
Drake Hatching	SC	C	---	---	MI
Flying. X Drake Hatching gains +1/+1 until end of turn. Play this ability only once each turn. 1/2.					
Drake's Pet	SC	R	---	---	PS
Kicker: X. Discard a creature card from your hand. If you paid the kicker cost, Drake's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost. 2/2.					
Dream Reach	SC	C	---	---	5.MG.TM
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.					
Dream Coat	EC	U	---	---	LG
Enchanted creature becomes the coar(s) of its controller. Play this ability only once each turn.					
Dream Fighter	SC	C	---	---	MG
Whenever Dream Fighter blocks or becomes blocked by a creature, Dream Fighter and that creature phase out. 1/1.					
Dream Halls	EN	R	---	---	SH
Instead of paying the mana cost for a nonartifact spell, its controller may discard a card that shares a color with that spell. If the spell has X in its mana cost, X 0.					
Dream Power	SC	C	---	---	SH
Dream Power is unblockable as long as it's attacking alone. 1/5.					
Drum Thrush	SC	C	---	---	IN
Flying. X: target land's type becomes the basic type of your choice until end of turn. 1/1.					
Drumbeats	SC	C	---	---	VS
Creatures don't untap during their controllers' untap step. Noncreature creatures have X. Untap this creature. Play this ability only during your upkeep.					
Dreams of the Dead	EN	U	---	---	IA
Put target white or black creature card from your graveyard into play that creature gains "Cumulative upkeep X." If a creature would leave play, remove it from the game instead.					
Drifting Djinn	SC	R	---	---	UZ
Flying. At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay X. Cycling. 5/5.					
Drowned	SC	C	---	---	DK
Regenerate Drowned.					
Duplicity	EN	R	---	---	TM
When Duplicity comes into play, remove from the game face					



# MAGIC

## The Gathering

### Players Guide

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down the top five cards of your library. At the beginning of your upkeep, you may exchange all the cards in your hand for the cards you removed from the game with **Duplicity**. At the end of your turn, discard a card from your hand. When **Duplicity** eaves play, put all cards removed from the game with **Duplicity** into their owners' graveyards.

**Elder Spawn** SC R \*\*\* 6 LG  
Elder Spawn can't be blocked by red creatures. At the beginning of your upkeep, sacrifice Elder Spawn and it deals 6 damage to you unless you sacrifice an artifact 5/6.

**Electric Fel** SC U \*\* 4 DK  
When Electric Fel comes into play, it deals 1 damage to you. Electric Fel gets +2/+0 until end of turn and deals 1 damage to you. 1/1.

**Embaro** EN R \*\* 2 MM  
Nonland permanents don't untap during their controllers' untap steps. At the beginning of your upkeep, you lose 2 life.

**Empress Galina** SL R \*\*\* 5 IN  
Galina can control target Legend or legendary permanent. 1/3.

**Enchantment Alteration** INS U \*\*\* 6 LG1U  
Move target enchantment enchanting a creature or land to another permanent of that type.

**Energy Field** EN R \*\*\* 3 UZ  
Prevent all damage that would be dealt to you by sources you don't control. When a card is put into your graveyard, sacrifice Energy Field.

**Energy Flux** SC U \*\* 3 R45AQMM  
All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 1/1."

**Energy Tap** SC R \*\* 2 4LG  
Tap target untapped creature you control. Add an amount of colorless mana equal to its converted mana cost to your mana pool.

**Energy Vortex** EN R \*\* 3 MG  
As Energy Vortex comes into play, choose an opponent. At the beginning of your upkeep, remove all energy counters from Energy Vortex. At the beginning of the chosen player's upkeep, Energy Vortex deals 3 damage to that player unless he pays 1/1 for each energy counter on Energy Vortex. Put 4 energy counters on Energy Vortex. Use the ability only during your upkeep.

**Enervate** INS C \*\* 2 5IA  
Tap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.

**Ensnare** INS U \*\*\* 3 NE  
You may return two islands you control to their owner's hand instead of paying Ensnare's mana cost. Tap all creatures.

**Ephemeron** SC R \*\*\* 4 EX  
Flying. Discard a card from your hand. Return Ephemeron to its owner's hand 4/4.

**Equilibrium** EN R \*\*\* 3 7EX  
Whenever you play a creature spell you may pay 1/1 if you do return target creature to its owner's hand.

**Ereosion** EL C \*\*\* 4 DK  
At the beginning of the upkeep of enchanted land's controller, destroy enchanted land unless that player pays 1/1 or 1 life.

**Errant Minion** EC C \*\* 2 IA  
At the beginning of the upkeep of enchanted creature's controller, that player may pay 1/1 or 1 life. Errant Minion deals damage to that player equal to 2 minus the amount of mana paid this way.

**Ertai, Wizard Adept** SL R \*\*\* 3 EX  
Counter target spell 1/1.

**Ertai's Familiar** SC R \*\*\* 3 WL  
Flying. When Ertai's Familiar leaves play, put the top three cards of your library into your graveyard. Untap your next upkeep. Ertai's Familiar can't phase out 2/2.

**Ertai's Wedding** INS R \*\*\* 3 TM  
X can't be 0. The first time target spell would resolve, put X okay counters on it and remove it from the game instead. At the beginning of the upkeep of the removed spell's controller, as long as the spell is removed from the game, remove a okay counter from it. If the card has no okay counters on it, it goes on the stack as a copy of the original spell.

**Ertai's Trickery** INS U \*\* 2 PS  
Counter target spell if a kicker cost was paid for it.

**Escape Routes** EN C \*\* 2 PS  
Return target white or black creature you control to its owner's hand.

**Escaped Shapeshifter** SC R \*\*\* 3 TM  
As long as an opponent controls a creature with flying other than an Escaped Shapeshifter, Escaped Shapeshifter has flying. The same is true for first strike, trample, and protection from any color 3/4.

**Essence Flare** EC C \*\* 2 IA  
Enchanted creature gets +2/+0. At the beginning of the upkeep of enchanted creature's controller, put a 10/1 counter on enchanted creature.

**Essence Leak** EP U \*\* 2 IN  
If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay 1 mana cost."

**Ether Wall** INS U \*\*\* 3 MG  
Put target creature on top of its owner's library if that creature is red, you may put it on the bottom of its owner's library instead.

**Evacuation** INS R \*\*\* 3 7SH  
Return all creatures to their owners' hands.

**Evasive Action** INS U \*\*\* 3 AP  
Counter target spell unless its controller pays 1/1 for each basic land type among lands you control.

**Excavation** EN U \*\* 2 PY  
Sacrifice a land. Draw a card. Any player may play this ability.

**Excidle** INS C \*\* 2 IN  
Counter target creature spell. Draw a card.

**Exhaustion** SC R \*\*\* 3 UZ  
Creatures and lands target opponent controls don't untap during his next untap step.

NAME KIND CR PR COST SETS

**Extravagant Spirit** SC R \*\*\* 3 MM  
Flying. At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1/1 for each card in your hand. 4/4.

**Fact or Fiction** INS U \*\*\*\* 3 IN  
Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

**Fade Away** SC R \*\* 2 EX  
For each creature that creature's controller pays 1/1 or sacrifices a permanent.

**Faerie Squadron** SC C \*\* 2 IN  
Kicker 1/1. If you paid the kicker cost, Faerie Squadron comes into play with two 1/1+1 counters on it and with flying 1/1.

**Felid Demise** EC U \*\*\* 3 ALJM  
When enchanted creature is put into a graveyard, return that creature to play under your control.

**Fatigue** SC R \*\*\* 3 UD  
Target player skips his next draw step.

**Feedback** EC U \*\*\* 3 LUR4,5  
At the beginning of the upkeep of enchanted enchantment's controller, feedback deals 1 damage to him.

**Field of Dreams** EW R \*\*\* 3 LG  
Players play with the top card of their libraries revealed.

**Fighting Drake** SC U \*\*\* 3 7TM  
Flying 2/4.

**Fishy Oil** EC C \*\* 2 6GM  
Enchanted creature has slinkwalk.

**Flash Dragon** INS R \*\*\* 3 CHM  
Choose a creature card in your hand. You may pay its mana cost reduced by up to 1/1. If you do, put that creature into play. If you don't, put that creature card into your graveyard.

## TOP TEN ODYSSEY CARDS

Most of Odyssey's squidlike Cephalids are pretty cool. Unfortunately, they do their worshipping at this altar of ass. For three mana, we can give you amp-teen ways to counter a spell yourself, rather than counting on this piece of crap to increase mana costs. Geez. The only play this bowser will see is in bicycle spokes and as a BB gun target.

Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.

**Flash Counter** INS C \*\*\* 3 LG  
Counter target instant spell.

**Flash Flood** INS C \*\*\* 3 CHLG  
Choose one—Destroy target permanent, or return target permanent to its owner's hand.

**Fledgling Osprey** SC C \*\*\* 3 UD  
Hedgling Osprey has flying as long as it's enchanted. 1/1.

**Fleeting Image** SC R \*\*\* 3 7UL  
Flying. Return Fleeting Image to its owner's hand 2/1.

**Flight** EC C \*\* 2 LUR4,5,7  
Enchanted creature has flying.

**Flood** EN C \*\*\* 3 4,5DK  
Tap target creature without flying.

**Flooded Shoreline** EN R \*\*\* 3 VS  
Return two islands you control to their owner's hand.

**Floodgate** SC U \*\*\* 3 MG  
When Floodgate gains flying, sacrifice it. When Floodgate leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control. 0/5.

**Flux** SC R \*\*\* 3 WL  
Each player discards any number of cards from his hand, then draws that many cards. Draw a card.

**Flying Man** SC C \*\*\* 3 AN  
Flying 1/1.

**Fog Bank** SC U \*\*\* 3 UZ  
Flying. Prevent all combat damage that would be dealt to and dealt by Fog Bank. 0/2.

**Fog Elemental** SC C \*\*\* 3 6WL  
Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat. 4/4.

**Foil** INS U \*\*\* 3 PY  
You may discard an island and another card from your hand instead of paying Foil's mana cost. Counter target spell.

**Forbid** SC R \*\*\* 3 EX  
Buyback—Discard two cards. Counter target spell.

**Force of Will** INS U \*\*\* 3 AI  
You may play 1 life and remove a plus in your hand from the game instead of paying Force of Will's mana cost. Counter target spell.

**Force Spike** INS C \*\*\* 3 5,7LG  
Counter target spell unless its controller pays 1/1.

**Force Void** INS U \*\*\* 3 IA  
Counter target spell unless its controller pays 1/1. Draw a card at the beginning of the next turn's upkeep.

NAME KIND CR PR COST SETS

**Forget** SC R \*\* 2 5,6HL  
Flying. At the beginning of your upkeep, draw a card at the beginning of the next turn's upkeep.

**Forfeit** SC R \*\* 2 UL  
Flying. Discard two cards from your hand, then draw two cards. Discard two cards from your hand. Untap up to three lands.

**Fylarimar** SC U \*\*\* 3 TM  
Flying. Fylarimar can't be blocked by blue creatures.

**Galaxy** INS U \*\*\* 3 PS  
Counter target blue spell.

**Gargantuan Form** EC C \*\*\* 3 4,5,6,7,8TM  
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

**Ghost Ship** SC U \*\*\* 3 4DK  
Flying. Regenerate Ghost Ship 2/4.

**Giant Albattross** SC C \*\*\* 3 HL  
Flying. When Giant Albattross is put into a graveyard from play, you may pay 1/1. If you do, for each creature that dealt damage to Giant Albattross this turn, destroy that creature unless its controller pays 2 life. A creature destroyed this way can't be regenerated. 1/1.

**Giant Crab** SC C \*\*\* 3 TM  
Giant Crab can't be the target of spells or abilities this turn. 3/3.

**Giant Octopus** SC C \*\*\* 3 7  
3/3.

**Giant Oyster** SC U \*\*\* 3 HL  
You may choose not to untap Giant Oyster during your untap step. As long as Giant Oyster remains tapped, target tapped creature doesn't untap during its controller's untap step.

**Giant Shark** SC C \*\*\* 3 DK  
Flying. Whenever Giant Shark blocks or becomes blocked, if any creatures that have been dealt damage this turn are blocking or blocked by it, Giant Shark gets +2/+0 and can't be trampled until end of turn. 4/4.

**Giant Tortoise** SC C \*\*\* 3 4AN  
Giant Tortoise gets +0/+3 as long as it's untapped. 1/1.

**Gilded Drake** SC R \*\*\* 3 UZ  
Flying. When Gilded Drake comes into play, choose one—sacrifice Gilded Drake; or exchange control of Gilded Drake for target creature an opponent controls. This ability can't be countered. 3/3.

**Gleeful** SC U \*\*\* 3 5,6,7,8A  
0/7.

**Gleeful Lizard** SC U \*\*\* 3 SH  
Gleeful Lizard loses all abilities and becomes an enchanted creature that gains Enchanted creature has flying.

**Gleeful Lizard** SC U \*\*\* 3 SH  
Gleeful Lizard loses all abilities and becomes an enchanted creature that gains Enchanted creature has flying.

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**Gleeful Lizard** SC U \*\*\* 3 SH  
Gleeful Lizard loses all abilities and becomes an enchanted creature that gains Enchanted creature has flying.

NAME KIND CR PR COST SETS

**Flying** SC C \*\*\* 3 PY  
Flying. Target creature gains flying until end of turn. 2/2.

**Hazy Homunculus** SC C \*\*\* 3 PY  
Hazy Homunculus is unblockable as long as defending player controls an untapped land. 1/1.

**Heightened Awareness** EN R \*\*\* 3 PY  
As Heightened Awareness comes into play, discard your hand. At the beginning of your next upkeep, draw a card.

**Hermes Study** EC C \*\*\* 3 UZ  
Enchanted creature has 1/1. This creature deals 1 damage to target creature or player.

**Hestiation** EN U \*\*\* 3 SH  
When a spell is played, sacrifice Hestiation. If you do, counter that spell.

**Hibernation** INS U \*\*\* 3 ZUZ  
Return all green permanents to their owners' hands.

**High Seas** EN U \*\*\* 3 MM  
Red creature spells and green creature spells cost 1 more to play.

**High Tide** INS C \*\* 2 FE  
Until end of turn, whenever a player taps an island for mana, it produces an additional 1/1.

**Homarid** SC C \*\*\* 3 FE  
Homarid comes into play with a tide counter on it. At the beginning of your upkeep, put a tide counter on Homarid. As long as there is exactly one tide counter on Homarid, it gets +1/+1.

**Homarid Shaman** SC R \*\*\* 3 FE  
Tap target green creature. 2/1.

**Homarid Spawning Bed** EN U \*\*\* 3 FE  
Sacrifice a blue creature. Put X 1/1 blue Camarid creature tokens into play where X is the converted mana cost of the sacrificed creature.

**Homarid Warrior** SC C \*\*\* 3 FE  
Homarid Warrior can't be the target of spells or abilities this turn and doesn't untap during your next untap step. Tap Homarid Warrior 3/3.

**Woodwork** INS C \*\*\* 3 MM  
Return target artifact, enchantment, or land to its owner's hand.

**Horned Turtle** SC C \*\*\* 3 6,7TM  
1/4.

**Horseshoe Crab** SC C \*\*\* 3 UZ  
Untap Horseshoe Crab. 1/3.

**Hunting Drake** SC C \*\*\* 3 PS  
Flying. When Hunting Drake comes into play, tap target red or green creature on top of its owner's library 2/2.

**Murky's Recall** INS R \*\*\* 3 R4,5AQ  
Return all artifacts in play target player owns to his hand.

**Hydrablast** INS C \*\*\* 3 5JA  
Choose one—Counter target spell if it's red; or destroy target permanent if it's red.

**Iceberg** EN U \*\*\* 3 IA  
Iceberg comes into play with X ice counters on it. Put an ice counter on Iceberg. Remove an ice counter from Iceberg. Add one colorless mana to your mana pool.

**Ice Cave** EN R \*\*\* 3 AP  
Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)

**Icy Prison** EN R \*\*\* 3 IA  
When Icy Prison comes into play, remove target creature from the game. At the beginning of your upkeep, sacrifice Icy Prison unless any player pays 1/1. When Icy Prison leaves play, return the removed creature to play under its owner's control.

**Illuminated Wings** EC C \*\*\* 3 UD  
Enchanted creature has flying. Sacrifice Illuminated Wings. Draw a card.

**Ilusionary Forces** SC C \*\*\* 3 IA  
Flying. Cumulative upkeep 4/4.

**Ilusionary Presence** SC R \*\*\* 3 IA  
Cumulative upkeep. At the beginning of your upkeep, Ilusionary Presence gains the landwalk ability of your choice until end of turn. 2/2.

**Ilusionary Terrain** EN U \*\*\* 3 IA  
Cumulative upkeep. As Ilusionary Terrain comes into play, choose two basic land types. Basic lands of the first chosen type are of the second chosen type.

**Ilusionary Wall** SC C \*\*\* 3 7IA  
Flying. First strike. Cumulative upkeep 7/4.

**Ilusions of Grandeur** SC C \*\*\* 3 IA  
Cumulative upkeep. When Ilusions of Grandeur comes into play, you gain 20 life. When Ilusions of Grandeur leaves play, you lose 20 life.

**Imaginary Pet** SC R \*\*\* 3 UZ  
At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand. 4/4.

**Impulse** INS C \*\*\* 3 VS  
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

**In the Eye of Chaos** EW R \*\*\* 3 LG  
Whenever a player plays an instant spell, counter it unless its controller pays 1/1 where 1 is the converted mana cost.

**Indomitable Djinn** SC U \*\*\* 3 MM  
Flying. When Indomitable Djinn comes into play, each other player may draw up to three cards. 4/4.

**Index** SC R \*\*\* 3 AP  
Look at the top five cards of your library, then put them back in any order.

**Infiltrate** INS C \*\*\* 3 NE  
Target creature is unblockable this turn.

**Intake** INS U \*\*\* 3 UZ  
Untap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.

**Insight** EN U \*\*\* 3 6,7TM  
Whenever an opponent plays a green spell, you draw a card.

**Inspiration** INS C \*\*\* 3 6,7VS  
Target player draws two cards.

**Interdict** INS U \*\*\* 3 TM  
Counter target activated ability of a permanent that's not a mana ability. Draw a card.

**Intervene** INS C \*\*\* 3 UL  
Counter target spell that targets a creature.

**Intrepid Alarm** SC R \*\*\* 3 SH  
Creatures can't untap during their controllers' untap steps.

**Intuition** INS R \*\*\* 3 TM  
Search your library for any three cards and reveal them. An opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle your library.

**Invisibility** EC C \*\*\* 3 LU  
Enchanted creature can't be blocked except by Walls.

**Invoke Prejudice** EN R \*\*\* 3 LG  
Invoke Prejudice

**MAGIC FACT** There are 44 Magic cards with "ass" in their names. OK, OK, we'll butt out now.

**MAGIC DATA** C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact EC Enchant Creature EW Enchant World LAN Land SL Summon Legend

AC Artifact Creature EL Enchant Land INS Instant LGL Legendary Land SOR Sorcery

EA Enchant Artifact EN Enchantment LA Legendary Artifact SC Summon Creature SP Split Card



NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS	
Whenever an opponent plays a nonartifact creature spell that doesn't share a color with a creature you control, counter that spell unless its controller pays 2, where X is its converted mana cost.																		
<b>Iridescent Drake</b>	SC	U	---	---	UD	<b>Island Fish Jasconius</b>	SC	R	---	---	R,AN	<b>Phasing</b>	searhawk, 2/3	SC	C	---	---	MG
Flying. When Iridescent Drake comes into play, if you played it from your hand, return target enchant creature card from a graveyard to play anchoring Iridescent Drake. 2/2.						<b>Island Fish Jasconius</b>	SC	R	---	---	R,AN	<b>Merfolk Seer</b>	SC	C	---	---	MG	
Island Fish Jasconius doesn't untap during your untap step. 4/4. Untap Island Fish Jasconius. Play this ability only during your upkeep. 5/3.						<b>Jaded Response</b>	INS	C	---	---	AP	<b>When Merfolk Seer is put into a graveyard from play, you may pay 2. If you do, draw a card. 2/2.</b>					WL	
Counter target spell if it shares a color with a creature you control.						<b>Jaded Response</b>	INS	C	---	---	AP	<b>When Merfolk Seer is put into a graveyard from play, you may pay 2. If you do, draw a card. 2/2.</b>					WL	
<b>Jolt</b>	INS	C	---	---	AP	Counter target spell if it shares a color with a creature you control.						<b>Merseine</b>	EC	C	---	---	FE	
Kicker 2: Return target creature to its owner's hand. If you paid the kicker cost, Jolt deals 2 damage to another target creature.						<b>Jolt</b>	INS	C	---	---	AP	<b>Merseine</b>	EC	C	---	---	FE	
<b>Jim</b>	INS	C	---	---	HL	Target land's type becomes the basic land type of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.						<b>Mesmeric Trance</b>	EN	R	---	---	IA	
Target land's type becomes the basic land type of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.						<b>Jim</b>	INS	C	---	---	HL	<b>Cumulative upkeep</b> 2: Discard a card from your hand; Draw a card.					IA	
<b>Jolt</b>	INS	C	---	---	MG	Tap or untap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.						<b>Metathran Aerostat</b>	SC	R	---	---	IN	
Tap or untap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.						<b>Jolt</b>	INS	C	---	---	MG	<b>Flying.</b> When Metathran Aerostat is put into a graveyard from play, you may pay 2 to return it to your hand; if you do, return Metathran Aerostat to its owner's hand. 2/2.					IN	
<b>Jolting Merfolk</b>	SC	U	---	---	NE	Remove a face counter from Jolting Merfolk. Tap target creature. 2/2.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Fading 4. Remove a face counter from Jolting Merfolk. Tap target creature. 2/2.						<b>Jolting Merfolk</b>	SC	U	---	---	NE	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Jump</b>	INS	C	---	---	LUR,4	Target creature gains flying until end of turn.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Target creature gains flying until end of turn.						<b>Jump</b>	INS	C	---	---	LUR,4	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Juxtapose</b>	SC	R	---	---	5,6,CH,IG	You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.						<b>Metathran Elite</b>	SC	U	---	---	UD	
You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.						<b>Juxtapose</b>	SC	R	---	---	5,6,CH,IG	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Karl's Touch</b>	INS	R	---	---	MM	Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.						<b>Karl's Touch</b>	INS	R	---	---	MM	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Keeper of the Mind</b>	SC	U	---	---	EX	Draw a card. Play this ability only if an opponent has at least two more cards in hand than you have in yours. 1/2.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Draw a card. Play this ability only if an opponent has at least two more cards in hand than you have in yours. 1/2.						<b>Keeper of the Mind</b>	SC	U	---	---	EX	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Killer Whale</b>	SC	U	---	---	EX	Killer Whale gains flying until end of turn. 3/5.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Killer Whale gains flying until end of turn. 3/5.						<b>Killer Whale</b>	SC	U	---	---	EX	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>King Crab</b>	SC	U	---	---	UL	Put target green creature on top of its owner's library. 4/5.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Put target green creature on top of its owner's library. 4/5.						<b>King Crab</b>	SC	U	---	---	UL	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Kingfisher</b>	SC	C	---	---	UD	Flying. When Kingfisher is put into a graveyard from play, draw a card. 2/2.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Flying. When Kingfisher is put into a graveyard from play, draw a card. 2/2.						<b>Kingfisher</b>	SC	C	---	---	UD	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Knight of the Mists</b>	SC	C	---	---	VS	Harkling. When Knight of the Mists comes into play, you may pay 2. If you don't, destroy target Knight; it can't be regenerated. 2/2.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Harkling. When Knight of the Mists comes into play, you may pay 2. If you don't, destroy target Knight; it can't be regenerated. 2/2.						<b>Knight of the Mists</b>	SC	C	---	---	VS	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Krovikan Sorcerer</b>	SC	C	---	---	5,IA	Discard a card from your hand; Draw a card. Discard a black card from your hand. Draw two cards, then discard one of them. 1/1.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Discard a card from your hand; Draw a card. Discard a black card from your hand. Draw two cards, then discard one of them. 1/1.						<b>Krovikan Sorcerer</b>	SC	C	---	---	5,IA	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Kukemssa Pirates</b>	SC	R	---	---	MG	Whenever Kukemssa Pirates attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, Kukemssa Pirates deals no combat damage this turn. 2/2.						<b>Metathran Elite</b>	SC	U	---	---	UD	
Whenever Kukemssa Pirates attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, Kukemssa Pirates deals no combat damage this turn. 2/2.						<b>Kukemssa Pirates</b>	SC	R	---	---	MG	<b>Metathran Elite</b>	SC	U	---	---	UD	
<b>Kukemssa Serpent</b>	SC	C	---	---	MG	Kukemssa Serpent can't attack unless defending player con-						<b>Metathran Elite</b>	SC	U	---	---	UD	
Kukemssa Serpent can't attack unless defending player con-						<b>Kukemssa Serpent</b>	SC	C	---	---	MG	<b>Metathran Elite</b>	SC	U	---	---	UD	

## LETHAL DECKS FOR STANDARD MAGIC TOURNEYS

# KillerDecks

## Bear Necessities

**A**t 8/8 for four mana, it's *Odyssey's* best threshold creature. And this Krosan Beast in all its power and glory can be yours as early as turn four with this mana-acceleration machine.

**HOW IT BEATS YOU:** By filling the graveyard with lightning quickness. Careful Study kicks things off by putting three cards, including itself, into the graveyard on turn one. A second-turn Llanowar Elves or Werebear sets up a third-turn Fact Or Fiction and nigh guaranteed third-turn threshold. Still don't have it? Wild Mongrel's kickass ability turns a Fact Or Fiction into six cards in the graveyard, and a bunch of one-turn +1/+1 bonuses! From there the party really gets going. Krosan Beasts are 8/8s and Werebears grow into 4/4 monsters. And that doesn't even factor in Might Of Oaks.

Best of all, this machine doesn't need threshold to succeed. Two copies of Bearscape let you nuke your graveyard to bring 2/2s into play. Gaea's Skyfolk and Thought Devourer are the format's most efficient flyers to begin with.

**HOW TO SIDEBBOARD:** Two maindeck Mystic Snakes provide some emergency control. You'll want to pack the other two, plus some other board control, in your 'board. Wash Out also provides some needed control.



**DOUBLE FEATURE** This deck can kill you two ways: fast and faster.

## the deck

<b>BLUE</b>	2 Krosan Beast
4 Careful Study	4 Llanowar Elves
4 Fact Or Fiction	3 Might Of Oaks
3 Thought Devourer	4 Werebear
<b>GOLD</b>	4 Wild Mongrel
4 Gaea's Skyfolk	<b>LAND</b>
2 Mystic Snake	4 Centaur Garden
<b>GREEN</b>	8 Forest
2 Bearscape	8 Island
	4 Yavimaya Coast







NAME	KIND	CR	PR	COST	SETS
<b>Sage Owl</b>	SC	C	**	6,7/W	
Flying. When Sage Owl comes into play, look at the top four cards of your library and put back in any order, 1/M.					
<b>Saimonger</b>	SC	L	**	1/M	
Target creature gains flying until end of turn. Any player may play this ability 3/3.					
<b>Sand Squid</b>	SC	R	**	MM	
Islandwalk. You may choose not to untap Sand Squid during your untap step. Tap target creature. That creature doesn't untap during its controller's untap step as long as Sand Squid remains tapped 2/2.					
<b>Sandbar Crocodile</b>	SC	C	**	MG	
Phasing 8/5.					
<b>Sandbar Merfolk</b>	SC	C	**	U2	
Cycling 1/1.					
<b>Sandbar Serpent</b>	SC	U	**	U2	
Cycling 3/4.					
<b>Sapphire Charm</b>	INS	C	**	MG	
Choose one—target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls passes out or target creature gains flying until end of turn.					
<b>Sapphire Leech</b>	SC	R	**	IN	
Flying. Blue spells you may cast more to play 2/2.					
<b>Saprazzan Baliff</b>	SC	R	**	MM	
When Saprazzan Baliff comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Saprazzan Baliff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands 2/2.					
<b>Saprazzan Breaker</b>	SC	L	**	MM	
Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn 3/3.					
<b>Saprazzan Heir</b>	SC	R	**	MM	
Whenever Saprazzan Heir becomes blocked, you may draw three cards 1/1.					
<b>Saprazzan Legate</b>	SC	U	**	MM	
Flying. If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost 1/3.					
<b>Saprazzan Outrigger</b>	SC	C	**	MM	
When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat 5/5.					
<b>Saprazzan Raider</b>	SC	C	**	MM	
When Saprazzan Raider becomes blocked, return it to its owner's hand 1/2.					
<b>Scent of Brine</b>	INS	C	**	L6	
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1/1 for each card revealed this way.					
<b>School of Piranha</b>	SC	C	**	EX	
At the beginning of your upkeep, sacrifice School of Piranha unless you pay 1/1 3/3.					
<b>Scribner</b>	SC	U	**	EX.D0	
When Scribner comes into play, you may return target instant card from your graveyard to your hand 2/2.					
<b>Sea King's Blessing</b>	INS	U	**	LG	
Any number of target creatures become blue until end of turn.					
<b>Sea Monster</b>	SC	C	**	6,7/TM	
Sea Monster can't attack unless defending player controls an island 5/6.					
<b>Sea Scurvy</b>	SC	C	**	MG	
Act one—your mana pool, 1/1.					
<b>Sea Serpent</b>	SC	C	**	LJ.R4.5	
Islandhome 5/6.					
<b>Sea Snake</b>	SC	C	**	PS	
Target land's type becomes the basic land type of your choice until end of turn 3/3.					
<b>Sea Spirit</b>	SC	U	**	6JA	
Sea Spirit gets +1/+4 until end of turn 2/3.					
<b>Sea Sprite</b>	SC	U	**	6.HL	
Flying, protection from red 1/1.					
<b>Sea Troll</b>	SC	C	**	HL	
Regenerate Sea Troll. Play this ability only if Sea Troll blocked or was blocked by a blue creature this turn 2/1.					
<b>Seahunter</b>	SC	R	**	NE	
Search your library for a Merfolk card and put that card into play. Then shuffle your library 2/2.					
<b>Seal of Removal</b>	EN	C	**	NE	
Sacrifice Seal of Removal. Return target creature to its owner's hand.					
<b>Seasinger</b>	SC	U	**	5.FE	
When you control no islands, sacrifice Seasinger. You may choose not to untap Seasinger during your untap step. Gain control of target creature whose controller controls an island as long as you control Seasinger and Seasinger remains tapped 1/1.					
<b>Second Chance</b>	EN	R	**	UL	
At the beginning of your upkeep, if you have 6 life or less, sacrifice Second Chance. If you do, take another turn after this one.					
<b>Sevovian Leviathan</b>	SC	U	**	4.5.E1.G	
Islandwalk 3/3.					
<b>Serendib Djinn</b>	SC	R	**	MM	
Flying. At the beginning of your upkeep, sacrifice a land. If you sacrifice an island and this way, Serendib Djinn deals 3 damage to you. When you control no lands, sacrifice Serendib Djinn 5/6.					
<b>Serendib Elf</b>	SC	R	**	RAN	
Flying. At the beginning of your upkeep, Serendib Elf deals 1 damage to you 3/4.					
<b>Shadow Rift</b>	INS	C	**	TM	
Target creature gains shadow until end of turn. Draw a card.					
<b>Shaper Guildmage</b>	SC	C	**	MG	
Target creature gains first strike until end of turn. 1/1.					
<b>Shifting Sky</b>	INS	C	**	PS	
As Shifting Sky comes into play, choose a color. All nonland permanents are the chosen color.					
<b>Shimmer</b>	EN	R	**	MG	
As Shimmer comes into play, choose a land type. All lands of the chosen type have phasing.					
<b>Shimmering Wings</b>	SC	U	**	VS	
Flying, phasing. Whenever Shimmering Wings phases in, target creature phases out 2/2.					
<b>Shimmering Mirage</b>	INS	C	**	AP	
Target land's type becomes the basic land type of your choice until end of turn. Draw a card.					
<b>Shimmering Wings</b>	SC	U	**	TM.IN	
Enchanted creature has flying. Return Shimmering Wings to its owner's hand.					
<b>Shoreline Raider</b>	SC	C	**	IN	
Protection from Kavu 2/2.					
<b>Showering Match</b>	INS	U	**	MM	
Until end of turn, all creatures gain +1ap target creature.					

NAME	KIND	CR	PR	COST	SETS
<b>Show and Tell</b>	SOR	R	***	U2	
Each player may put an artifact, creature, enchantment, or card from his hand into play.					
<b>Shrieking Drake</b>	SC	C	**	VS	
Flying. When Shrieking Drake comes into play, return a creature you control to its owner's hand 1/1.					
<b>Shrouded Serpent</b>	SC	R	**	PY	
Whenever Shrouded Serpent attacks, defending player may pay 1/1. If he doesn't, Shrouded Serpent is unblockable this turn 4/4.					
<b>Shyft</b>	SC	R	**	IA	
At the beginning of your upkeep, you may change the color of Shyft to any one or more colors 4/2.					
<b>Sibilant Spirit</b>	SC	C	**	5.6.A	
Flying. Whenever Sibilant Spirit attacks, defending player may draw a card 5/6.					
<b>Sift</b>	SOR	C	***	SH	
Draw three cards, then discard a card from your hand.					
<b>Slip of Sleep</b>	EC	C	***	UD	
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.					
<b>Silhouette</b>	INS	U	**	LG	
Until end of turn, prevent all damage that would be dealt to target creature by spells or abilities that target that creature.					
<b>Silver Erbe</b>	SC	U	**	IA	
Flying, trample 2/2.					
<b>Silver Wyvern</b>	SC	R	***	SH	

NAME	KIND	CR	PR	COST	SETS
<b>Soldier Heretic</b>	SC	C	*	AI	
Prevent the next 2 damage that would be dealt to target creature this turn. Target opponent may draw a card 2/2.					
<b>Soldier Machinist</b>	SC	U	**	IA	
Add two or less mana to your mana pool. This mana may be spent only on an activation cost of an artifact's ability 1/1.					
<b>Soldier Sage</b>	SC	U	**	6.A1	
Sacrifice two lands. Draw three cards then discard one of them 1/1.					
<b>Somnophage</b>	SC	R	**	U2	
Flying. Whenever Somnophage deals damage to a player, target creature that player controls. That creature doesn't untap during its controller's untap step as long as Somnophage remains in play 2/2.					
<b>Southsaying</b>	EN	U	**	MM	
Shuffle your library. Look at the top X cards of your library and put them back in any order.					
<b>Soul Barrier</b>	EN	U	**	6.A1	
Whenever an opponent plays a creature spell, Soul Barrier deals 2 damage to that player unless he pays 2/2.					
<b>Spectral Cloak</b>	EC	U	**	LG	
Enchanted creature can't be the target of spells or abilities as long as it's untapped.					
<b>Spell Blast</b>	INS	C	**	UJ.R4.5.6.TM	
Counter target spell with converted mana cost X.					

NAME	KIND	CR	PR	COST	SETS
<b>Spelling</b>	INS	C	**	PS	
Flying. White spells and black spells you play cost 1 less to play 1/1.					
<b>Stormscape Master</b>	SC	R	***	IN	
Target creature gains protection from the color of your choice until end of turn. 1/1.					
<b>Stormwatch Eagle</b>	SC	U	**	PY	
Flying. Sacrifice a land. Return Stormwatch Eagle to its owner's hand 2/1.					
<b>Stroke of Genius</b>	INS	R	**	U2	
Target player draws X cards.					
<b>Stronghold Biologist</b>	SC	U	**	NE	
Discard a card from your hand. Counter target creature spell 1/1.					
<b>Stronghold Machinist</b>	SC	U	**	NE	
Discard a card from your hand. Counter target noncreature spell 1/1.					
<b>Stronghold Zeppelin</b>	SC	U	**	NE	
Flying. Stronghold Zeppelin may block only creatures with flying 3/3.					
<b>Submerge</b>	INS	U	**	NE	
If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. Put target creature on top of its owner's library.					
<b>Suffocation</b>	INS	U	**	AI	
Target creature feels 4 damage. Target player who played a red sorcery or instant that dealt damage to you this turn. Draw a card at the beginning of the next turn's upkeep.					
<b>Sunder</b>	INS	R	**	U2	
Return all lands to their owners' hands.					
<b>Sunken City</b>	EN	C	**	4.DK	
8x6 creatures get +1/+1. At the beginning of your upkeep, sacrifice Sunken City unless you pay 1/1.					
<b>Sunken Field</b>	EN	U	**	PY	
Enchanted and has +1. Counter target spell unless its controller pays 1/1.					
<b>Sunken Hope</b>	EN	R	**	PS	
At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.					
<b>Sunyata Firewalker</b>	SC	U	**	MG	
Sunyata Firewalker can't be the target of red spells or abilities from a red source. Sunyata Firewalker deals 1 damage to target creature or player 0/1.					
<b>Syvalunite Priest</b>	SC	U	**	FE	
Target creature can't be the target of spells or abilities this turn. Play this ability only during your upkeep 1/1.					
<b>Sway of Illusion</b>	INS	U	**	IN	
Any number of target creatures become the color of your choice until end of turn. Draw a card.					
<b>Tangle Kelp</b>	EC	U	**	DK	
When Tangle Kelp comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step if it attacked during its controller's last turn.					
<b>Tanhiwa</b>	SL	R	**	MG	
Phasing, trample. At the beginning of your upkeep all aces you control phase out 1/1.					
<b>Terfer's Curse</b>	EC	C	**	MG	
Terfer's Curse can enchant only an artifact or a creature. Enchanted permanent has phasing.					
<b>Terfer's Drake</b>	SC	C	**	MG	
Flying, phasing 3/2.					
<b>Terfer's Imp</b>	SC	R	**	MG	
Flying, phasing. Whenever Terfer's Imp phases out, discard a card from your hand. Whenever Terfer's Imp phases in, draw a card.					
<b>Terfer's Realm</b>	EW	R	**	VS	
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of that type phase out.					
<b>Terfer's Response</b>	INS	R	**	IN	
Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.					
<b>Terfer's Veil</b>	EN	U	**	WL	
Whenever a creature you control attacks, it phases out at end of combat.					
<b>Telekinetic</b>	INS	R	**	LG	
Tap target creature. Prevent all combat damage that would be dealt by that creature this turn. It doesn't untap during its controller's next two untap steps.					
<b>Telepathic Spies</b>	SC	C	**	ZUD	
When Telepathic Spies comes into play, look at target opponent's hand 2/2.					
<b>Telepathy</b>	EN	U	**	ZUD	
Your opponents play with their hands revealed.					
<b>Teleport</b>	INS	R	**	CH.LG	
Play only during combat. Target creature is unblockable this turn.					
<b>Temporal Adept</b>	SC	R	**	ZUD	
Return target permanent to its owner's hand.					
<b>Temporal Distortion</b>	EN	R	**	IN	
Whenever a creature or becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them can't untap during their controllers' untap steps. At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.					
<b>Thalagos Decayer</b>	SC	R	**	SH	
Shadow. When Thalagos Decayer attacks and is not blocked, you may sacrifice it. If you do, gain control of target creature 1/1.					
<b>Thalagos Dreamswaver</b>	SC	U	**	TM	
Shadow. You may choose not to untap Thalagos Dreamswaver during its controller's untap step. Whenever Thalagos Dreamswaver deals damage to an opponent, tap target creature. That creature doesn't untap during its controller's untap step as long as Thalagos Dreamswaver remains tapped 1/1.					
<b>Thalagos Drifters</b>	SC	R	**	EX	
Discard a card from your hand. Thalagos Drifters gains shadow until end of turn 3/3.					
<b>Thalagos Mistfolk</b>	SC	C	**	TM	
Shadow. Put Thalagos Mistfolk on top of its owner's library 2/1.					
<b>Thalagos Scout</b>	SC	C	**	EX	
Shadow. Discard a card from your hand. Return Thalagos Scout to its owner's hand 2/1.					
<b>Thalagos Shear</b>	SC	C	**	TM	
Shadow. When Thalagos Shear leaves play, draw a card 1/1.					
<b>Thalagos Sentry</b>	SC	C	**	TM	
Shadow 1/2.					
<b>Theft of Dreams</b>	SOR	C	**	EX	
For each tapped creature target opponent controls, draw a card.					
<b>Thieving Magpie</b>	SC	U	**	7.D	
Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card 1/3.					
<b>Thirst</b>	EC	C	**	MG	
When Thirst comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's					

## KILLER COMBOS

**Sisy's Ingenuity**  
When Sisy's Ingenuity comes into play, draw a card. Enchanted creature has +1/+1 until end of turn.

**Tsabo's Decree**  
Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

**Remember all the neat tricks you could pull with *Tsabo's Decree* and you'll get to see your opponent's hand before having to pick what creature to name when the original resolves.**

<b>Sisy's Ingenuity</b>	EC	C	**	PS	
When Sisy's Ingenuity comes into play, draw a card. Enchanted creature has +1/+1 until end of turn.					
<b>Skyward Condo</b>	SC	U	**	TM	
Flying. You can't play Skyward Condo unless you've played another spell this turn 2/2.					
<b>Sleeping Petition</b>	EC	C	**	PS	
When Sleeping Petition comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Petition.					
<b>Sleight of Hand</b>	SOR	C	***	7	
Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.					
<b>Sleight of Mind</b>	INS	U	**	LJ.R4.5.A	
Change the text of target spell or permanent by replacing all instances of one color word with another.					
<b>Slightstep Serpent</b>	SC	R	**	NE	
Return Slightstep Serpent to its owner's hand 4/4.					
<b>Slow Motion</b>	SC	C	**	UL	
At the beginning of the upkeep of enchanted creature that controller, that player sacrifices that creature unless he pays 1/1. When Slow Motion is put into a graveyard from play, return Slow Motion to its owner's hand.					
<b>Snap</b>	INS	C	**	UL	
Return target creature to its owner's hand. Untap up to two targets.					
<b>Sneaky Homunculus</b>	SC	C	**	NE	
Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater 1/1.					
<b>Snow Devil</b>	EC	C	**	IA	
Enchanted creature has flying. Enchanted creature has first strike as long as it's blocking and you control a snow-covered land.					
<b>Snowfall</b>	EN	C	**	IA	
Cumulative upkeep. Whenever an island is tapped for mana, its controller may add 1 to his mana pool. If that island is snow-covered, its controller may add 1 to his mana pool instead. Spend this mana only to pay for cumulative upkeep.					
<b>Soar</b>	SC	C	**	MG	
You may play Soar any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted creature gets +0/+1					



# MAGIC

## The Gathering

### Players Guide

NAME KIND CR PR COST SETS

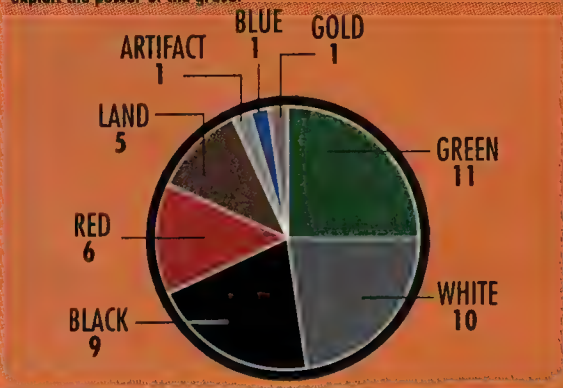
<b>undo step.</b> At the beginning of your upkeep sacrifice three unless you pay 1.					
<b>Thornwind Faeries</b> SC C *** 1000 UJ					
Flying. Each Thornwind Faerie deals 1 damage to target creature or player. 1/1.					
<b>Thought Lash</b> EN R • 1000 AI					
Cumulative upkeep—Remove the top card of your library from the game. If you don't pay the cumulative upkeep, remove your library from the game. Remove the top card of your library from the game. Prevent the next 1 damage that would be dealt to you this turn.					
<b>Thoughtseal</b> INS R • 1000 LUR4					
Target spell or permanent becomes blue.					
<b>Three Wishes</b> INS R • 1000 VS					
Remove the top three cards of your library from the game. You may look at these cards as long as they remain removed from the game. Until your next upkeep you may play these cards as though they weren't in the game. At the beginning of your next upkeep put any of those cards not played into your graveyard.					
<b>Thunder Wall</b> SC U • 1000 IA					
Flying. Each Thunder Wall gets +1/+1 until end of turn. 0/2.					
<b>Thwart</b> INS U • 1000 MM					
You may return three untapped cards you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.					
<b>Tidal Bore</b> INS C • 1000 MM					
You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. Tap or untap target creature.					
<b>Tidal Control</b> EN R • 1000 AI					
Cumulative upkeep. Counter target red or green spell. Any player may play this ability Pay 2 life. Counter target red or green spell. Any player may play this ability.					
<b>Tidal Courier</b> SC U • 1000 AP					
When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library.					
<b>Tidal Flats</b> EN C • 1000 FE					
For each attacking creature without flying creatures you control blocking that creature gain first strike until end of turn unless its controller pays.					
<b>Tidal Influence</b> EN U • 1000 FE					
Tide Influence comes into play with a tide counter on it. At the beginning of your upkeep put a tide counter on Tidal Influence. As long as there's exactly one tide counter on Tidal Influence all blue creatures get +2/+2. As long as there are exactly three tide counters on Tidal Influence all blue creatures get +2/+2.					
<b>Tidal Kraken</b> SC R • 1000 MM					
Tidal Kraken is unblockable. 6/6.					
<b>Tidal Surge</b> SC R • 1000 6.SH					
Tap up to three target creatures without flying.					
<b>Tidal Visionary</b> SC C • 1000 IN					
Target creature becomes the color of your choice until end of turn. 1/1.					
<b>Tidal Warrior</b> SC C • 1000 SH					
Target land becomes an island until end of turn. 1/1.					
<b>Tidal Wave</b> INS U • 1000 MG					
Put a 5/5 blue Wave Wall creature token into play. Sacrifice it at end of turn.					
<b>Time and Tide</b> INS U • 1000 VS					
Simultaneously, all creatures that are phased out phase in and all creatures with phasing phase out.					
<b>Time Ebb</b> SC R • 1000 TM					
Put target creature on top of its owner's library.					
<b>Time Elemental</b> SC R • 1000 45.1G					
When Time Elemental attacks or blocks at end of combat, sacrifice it and it deals 5 damage to you.					
<b>Time Spiral</b> SC R • 1000 UZ					
Remove Time Spiral from the game. Each player shuffles his graveyard and hand into his library then draws seven cards you untap up to six lands.					
<b>Time Warp</b> SC R • 1000 LU					
Take an extra turn after this turn.					
<b>Time Warp</b> SC R • 1000 TM					
Target player takes an extra turn after this one.					
<b>Time Waster</b> SC R • 1000 LJ					
Each player shuffles his hand and graveyard into his library and draws a new hand of seven cards.					
<b>Timid Drake</b> SC U • 1000 WLMM					
Flying. When another creature comes into play, return Timid Drake to its owner's hand. 3/3.					
<b>Tinker</b> SC U • 1000 UL					
As an additional cost to play Tinker, sacrifice an artifact. Search your library for an artifact card and put that card into play. Then shuffle your library.					
<b>Tolarian Drake</b> SC C • 1000 IN					
Flying. Phasing. 2/4.					
<b>Tolarian Ennissary</b> SC U • 1000 WL					
Kicker. Flying. When Tolarian Ennissary comes into play, if you paid the kicker cost, destroy target enchantment. 1/2.					
<b>Tolarian Entrancer</b> SC R • 1000 WL					
Whenever Tolarian Entrancer becomes blocked by a creature, gain control of that creature at end of combat. 1/1.					
<b>Tolarian Serpent</b> SC R • 1000 WL					
At the beginning of your upkeep, put the top seven cards of your library into your graveyard. 1/1.					
<b>Tolarian Winds</b> INS C • 1000 7UZ					
Discard your hand, then draw that many cards.					
<b>Tower Drake</b> SC C • 1000 IN					
Flying. Tower Drake gets +0/+1 until end of turn. 2/1.					
<b>Trade Routes</b> SC R • 1000 MM					
Return target land you control to its owner's hand. Discard a card from your hand. Draw a card.					
<b>Tradewind Rider</b> SC R • 1000 TM					
Flying. Tap up untapped creatures you control. Return					

NAME	KIND	CR	PR	COST	SETS
<b>Transmute Artifact</b> SC R • 1000 AQ					
As an additional cost to play Transmute Artifact, sacrifice an artifact. Search your library for an artifact card, if the converted mana cost of that artifact is greater than the converted mana cost of the sacrificed artifact, pay the cost difference. If you do, put the artifact into play. If you don't, put the artifact into your graveyard. Then shuffle your library.					
<b>Traveler's Cloak</b> EN U • 1000 IN					
As Traveler's Cloak comes into play, choose a land type. Enchanted creature has landwalk of the chosen type. When Traveler's Cloak comes into play, draw a card.					
<b>Trachery</b> EC R • 1000 UD					
When Trachery comes into play, if you played it from the hand, untap up to five lands. You control enchanted creature.					
<b>Treasure Trove</b> EN U • 1000 ZEX					
Draw a card.					
<b>Trickster Mage</b> SC C • 1000 NE					
Discard a card from your hand. Tap or untap target artifact, creature or land. 1/1.					
<b>Troublesome Spirit</b> SC R • 1000 PY					
Flying. At the end of your turn, tap all lands you control. 3/4.					
<b>Turnabout</b> INS U • 1000 3UZ					
Tap or untap all artifacts, creatures, or lands target player controls.					
<b>Twiddle</b> INS C • 1000 LU457					

## ODYSSEY DISSECTED

### PAIN THRESHOLD

Forty-four Odyssey cards—that's a little more than one in seven—contain the threshold mechanic. But like most mechanics, threshold's not evenly spread among colors. Here's the breakdown for those looking to exploit the power of the grave.



<b>Twist</b> INS U • 1000 TM	Tap or untap target artifact, creature, or land.
<b>Underfoot</b> EN U • 1000 LG	Tap or untap target artifact, creature, or land. Draw a card.
<b>Undo</b> SC R • 1000 VS	Return two target creatures to their owners' hands.
<b>Unnatural Selection</b> EN R • 1000 AP	Choose a creature type other than Wolf. Target creature's type becomes that type until end of turn.
<b>Unstable Mutation</b> EC C • 1000 R45AN	Enchanted creature gets +3/+3. At the beginning of its controller's upkeep, put a -1/-1 counter on enchanted creature.
<b>Unstable Shapeshifter</b> SC R • 1000 TM	Whenever a creature comes into play, Unstable Shapeshifter becomes a copy of that creature and gains this ability. 0/1.
<b>Unsummon</b> INS C • 1000 LUR45.7	Return target creature to its owner's hand.
<b>Uproft</b> INS U • 1000 5IA	Target creature gains flying until end of turn. Draw a card at the beginning of the next turn's upkeep.
<b>Vanishing</b> EC C • 1000 MG	Enchanted creature phases out.
<b>Vaporous Djinn</b> SC U • 1000 3/4	Flying. At the beginning of your upkeep, Vaporous Djinn phases out unless you pay 3/4.
<b>Veil of Birds</b> EN C • 1000 UZ	When an opponent plays a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 bird creature with flying.
<b>Veiled Apparition</b> EN U • 1000 UZ	When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 illusion creature with flying. That creature has. At the beginning of your upkeep, sacrifice Veiled Apparition unless you pay 2.
<b>Veiled Crocodile</b> SC R • 1000 45.7	When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 crocodile creature.
<b>Veiled Sentry</b> EN U • 1000 UZ	When an opponent plays a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes a 4/4 serpent creature with power and toughness each equal to that spell's converted mana cost.
<b>Veiled Serpent</b> EN U • 1000 UZ	When an opponent plays a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 serpent creature. It can't attack unless defending player controls an island. Cycling.
<b>Venerian Gold</b> EC C • 1000 LG	When Venerian Gold comes into play, tap enchanted creature and put X sleep counters on Venerian Gold. Enchanted creature doesn't untap during its controller's upkeep step if Venerian Gold has a sleep counter on it. At the beginning of

NAME	KIND	CR	PR	COST	SETS
<b>Vesuvan Doppelganger</b> SC R • 1000 LUR					
Vesuvan Doppelganger comes into play as a copy of target creature, except it doesn't copy that creature's color or creature type and it retains its abilities. At the beginning of your upkeep, you may have Vesuvan Doppelganger become a copy of target creature, except it doesn't copy that creature's color or creature type and it retains its ability. 7/7.					
<b>Vigilant Drake</b> SC C • 1000 ZUL					
Flying. Vigilant Drake gets +1/+1 until end of turn. 3/3.					
<b>Visceral Armor</b> EC C • 1000 AI					
Enchanted creature gets +1/+1. Return Visceral Armor to its owner's hand.					
<b>Visceral Drain</b> SC U • 1000 AI					
Sacrifice a creature and a swamp: Destroy target non-artifact creature. It can't be regenerated. Sacrifice a creature and a snow-covered swamp: Destroy target creature. It can't be regenerated. 1/2.					
<b>Vision Charm</b> INS C • 1000 VS					
Choose one. Target artifact phases out, or put the top four cards from target player's library into his graveyard, or all lands of one type become basic lands of one type of your choice until end of turn.					
<b>Vizzeridia</b> SC R • 1000 7					

NAME	KIND	CR	PR	COST	SETS
<b>Wall of Tears</b> SC U • 1000 SH					
Whenever Wall of Tears blocks a creature, return that creature to its owner's hand at end of combat. 0/4.					
<b>Wall of Vapor</b> SC C • 1000 CH.G					
Prevent all combat damage that would be dealt to Wall of Vapor. 0/1.					
<b>Wall of Water</b> SC U • 1000 LUR4					
Wall of Water gets +1/+1 until end of turn. 0/5.					
<b>Wall of Wonder</b> SC R • 1000 7CHLG					
Wall of Wonder gets +4/+4 until end of turn and may attack as though it weren't a Wall this turn. 1/5.					
<b>Wandering Eye</b> SC C • 1000 NE					
Flying. All players play with their hands revealed. 1/3.					
<b>War Tax</b> EN U • 1000 MM					
Creatures can't attack the turn unless their controller pays 1 for each attacking creature.					
<b>Wash Out</b> SC C • 1000 IN					
Return all permanents at the color of your choice to their owners' hands.					
<b>Water Elemental</b> SC U • 1000 LUR4					
5/4.					
<b>Water Wurm</b> SC C • 1000 DK					
Water Wurm gets +0/+1 as long as an opponent controls an island. 1/1.					
<b>Waterfront Bouncer</b> SC C • 1000 MM					
Discard a card from your hand. Return target creature to its owner's hand. 1/1.					
<b>Waterspout Djinn</b> SC U • 1000 VS					
Flying. At the beginning of your upkeep, sacrifice Waterspout Djinn. Unless you return an untapped sacred water creature to its owner's hand. 4/4.					
<b>Waterspout Elemental</b> SC R • 1000 PS					
Kicker. Flying. When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn. 3/4.					
<b>Wave Elemental</b> SC U • 1000 MG					
Sacrifice Wave Elemental. Tap up to three target creatures without flying. 2/2.					
<b>Wayward Soul</b> SC C • 1000 EX					
Flying. Put Wayward Soul on top of its owner's library. 3/2.					
<b>Weathered Faeries</b> SC C • 1000 UL					
Flying. Protection from red. 2/1.					
<b>Well-Laid Plans</b> EN R • 1000 IN					
Prevent all damage that would be dealt to a creature by an artifact creature if they share a color.					
<b>Whim of Voltrath</b> INS R • 1000 TM					
Buyback. Change the text of target permanent by replacing all instances of one color word or basic type with another until end of turn.					
<b>Whirlpool Frog</b> SC C • 1000 EX					
Whirlpool Frog gains flying until end of turn. 1/3.					
<b>Whirlpool Drake</b> SC U • 1000 AP					
Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards. When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library and draw that many cards. 2/2.					
<b>Whirlpool Rider</b> SC C • 1000 AP					
When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards. 1/1.					
<b>Whirlpool Warrior</b> SC R • 1000 AP					
When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards. Sacrifice Whirlpool Warrior. Each player shuffles the cards from his or her hand into his or her library then draws that many cards. 2/2.					
<b>Whispers of the Muse</b> INS U • 1000 TM					
Buyback. Draw a card.					
<b>Wind Dancer</b> SC U • 1000 7TM					
Flying. Target creature gains flying until end of turn. 1/1.					
<b>Wind Drake</b> SC C • 1000 6.7TM					
Flying. 2/2.					
<b>Wind Spirit</b> SC U • 1000 5.6IA					
Flying. Wind Spirit can't be blocked by only one creature. 3/2.					
<b>Windfall</b> SC R • 1000 UZ					
Each player discards his hand, then draws cards equal to the greatest number a player discarded this way.					
<b>Windsweeper</b> SC U • 1000 PY					
Flying. Whenever Windsweeper attacks or blocks, return it to its owner's hand at end of combat. 3/3.					
<b>Winged Silver</b> SC C • 1000 TM					
All Silver's have flying. 1/1.					
<b>Witch's Grin</b> INS R • 1000 IA					
Play Witch's Grin only during combat before the declare blockers step. A can't be greater than the number of snow-covered lands you control. Destroy X target attacking creatures at end of combat. For each attacking creature, its controller may pay 1 or 2 to prevent this effect. If that player pays only 1 for that creature, prevent all combat damage that would be dealt to and dealt by that creature this turn.					
<b>Withdraw</b> INS C • 1000 PY					
Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays 1.					
<b>Wizard Mentor</b> SC C • 1000 UZ					
Return Wizard Mentor and target creature you control to their owner's hand. 2/2.					
<b>Word of Undoing</b> INS C • 1000 IA					
Return target creature and white enchantments you own enchanting that creature to their owners' hands.					
<b>Worldly Counsel</b> INS • 1000 IN					
Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.					
<b>Wrath of Marit Lage</b> EN R • 1000 IA					
Red creatures don't untap during their controllers' untap steps. When Wrath of Marit Lage comes into play, tap all red creatures.					
<b>Zanab Djinn</b> SC U • 1000 IN					
Flying. Zanab Djinn gets 2/2 as long as blue is the most common color among all permanents or is tied for most common. 5/6.					
<b>Zephid</b> SC R • 1000 UZ					
Flying. Zephid can't be the target of spells or abilities. 3/4.					
<b>Zephid's Enthrall</b> EC C • 1000 UZ					
Enchantments creature gets +2/+2 and has flying. It can't be the target of spells or abilities.					
<b>Zephyr Falcon</b> SC C • 1000 45.1G					
Flying. Attacking doesn't cause Zephyr Falcon to tap. 1/1.					

**MAGIC FACT** Uktabi Orangutan, from *Visions*, shows its artwork two monkeys appearing to have, well, animal instincts.

## MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

Banned in Type 1 Restricted in Type 1 Banned in Extended Banned in Block Format











NAME	KIND	CR	PR	COST	SETS
an instant 3/1.					
Ragnar	SL	R	---	---	LG
Regenerate target creature 2/2.					
Ramirez Dejelat	SL	U	---	---	LG
First strike 4/3.					
Ramirez Overdark	SL	R	---	---	LG
Destroy target enchanted creature 4/3.					
Ranger en-Vee	SC	U	---	---	TM
First strike Regenerate Ragnar on Nec 2/2.					
Raspurin Dreamweaver	SL	R	---	---	LG
Raspurin Dreamweaver comes into play with seven dream counters on it. Remove a dream counter from Raspurin. Add one colorless mana to your mana pool. Remove a dream counter from Raspurin. Prevent the next 1 damage that would be dealt to Raspurin this turn. 4/1.					
Razing Shield	SC	U	---	---	PS
When Razing Shield comes into play, return a blue or red creature you control to its owner's hand. When Razing Shield comes into play each player sacrifices a and 3/3.					
Razorfin Hunter	SC	C	---	---	AP
Razorfin Hunter deals 1 damage to target creature or player. 1/1.					
Reckless Assault	EN	R	---	---	IN
Pay 2 life. Reckless Assault deals 1 damage to target creature or player. 1/1.					
Reclamation	EN	R	---	---	IA
Black creatures have "This creature can't attack unless you sacrifice a and."					
Recall	INS	C	---	---	IN
Return target permanent to its owner's hand. Then that player discards a card from the hand.					
Reflect Damage	INS	R	---	---	MG
The next time a source of your choice would deal damage this turn that damage is dealt to that source's controller instead.					
Reparations	EA	R	---	---	MG
Whenever an opponent plays a spell that targets you or a creature you control, you may draw a card.					
Revealing Vapors	INS	U	---	---	IN
Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.					
Righteous War	EN	R	---	---	VS
White creatures you control have protection from black. Black creatures you control have protection from white.					
Riptide Crab	SC	U	---	---	IN
Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card. 1/3.					
Rith, the Awakened	SL	R	---	---	IN
Flying. Whenever Rith, the Awakened deals combat damage to a player, you may pay 1 life. If you do choose a color, Put a 1/1 green Saproling creature token into play for each permanent of that color 6/5.					
Rith's Charm	INS	U	---	---	PS
Choose one—Destroy target nonbasic land or put three 1/1 green Saproling creature tokens into play or prevent all damage a source of your choice would deal this turn.					
Riven Turnbull	SL	U	---	---	LS
Acc. to your mana pool. 5/7.					
Rock Basilisk	SC	R	---	---	MG
Whenever Ruck Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 4/5.					
Rohgahh of Kher Keep	SL	R	---	---	LG
At the beginning of your upkeep, an opponent gains control of Rohgahh of Kher Keep and all Kobolds of Kher Keep you control. Unless you pay 1 life. If a player gains control of a creature this way, tap it. Kobolds of Kher Keep you control get +2/+2. 5/5.					
Rubinia Soulsinger	SL	R	---	---	LG
You may choose not to untap Rubinia Soulsinger during your upkeep step. Gain control of target creature as long as you control Rubinia and Rubinia remains tapped. 2/3.					
Saberetooth Nishkora	SL	R	---	---	IN
Temple protection from blue, protection from red. 5/5.					
Samite Archer	SC	U	---	---	IN
Prevent the next 1 damage that would be dealt to target creature or player this turn. Samite Archer deals 1 damage to target creature or player. 1/1.					
Savage Twister	SOR	U	---	---	MG
Savage Twister deals X damage to each creature.					
Sawback Manticores	SC	R	---	---	MG
Sawback Manticores gains flying until end of turn. 1/1.					
Sawback Manticores deals 2 damage to target attacking or blocking creature. Play this ability only if Sawback Manticores is attacking or blocking and only once each turn. 2/4.					
Sawtooth Lion	SC	U	---	---	PS
Flying. When Sawtooth Lion comes into play, return a white or blue creature you control to its owner's hand. When Sawtooth Lion comes into play, draw two cards, then put two cards from your hand on the bottom of your library. 2/2.					
Scalesbane's Elite	SC	U	---	---	VS
Protection from black. 4/4.					
Scarwood Goblink	SC	C	---	---	DK
Sealed Fate	SOR	U	---	---	MG
Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library.					
Seer's Vision	EN	U	---	---	IN
All opponents pay with the cards revealed. Sacrifice Seer's Vision. Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.					
Segmented Wurm	SC	U	---	---	TM
Whenever Segmented Wurm becomes the target of a spell or ability, put a 1/1 counter on it. 5/5.					
Selenia, Dark Angel	SL	R	---	---	TM
Flying. Pay 2 life. Return Selenia, Dark Angel to its owner's hand. 3/3.					
Shakui's Minion	SC	U	---	---	MG
Shakui's Minion deals 2 damage to target white creature. 2/2.					
Shivan Wurm	SC	R	---	---	PS
Tripple. When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand. 7/7.					
Shivan Zombie	SC	C	---	---	IN
Protection from white. 2/2.					
Silver Drake	SC	C	---	---	PS
Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand. 3/3.					
Simon	INS	U	---	---	VS
Simon deals 1 damage to each creature target opponent controls.					
Sir Shandilar of Eberyn	SL	R	---	---	LG
4/7.					
Sivini Scarzam	SL	U	---	---	CHLG
2/4.					
Skeleton Ship	SC	R	---	---	IA

NAME	KIND	CR	PR	COST	SETS
When you control no islands, sacrifice Skeleton Ship.					
Sky Spirit	SC	U	---	---	TM
Flying. First strike. 2/2.					
Sleeper's Rage	EC	U	---	---	IN
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card.					
Sinking Serpent	SC	U	---	---	IN
Forestwalk. 2/3.					
Silver Queen	SL	R	---	---	SH
Put a 1/1 colorless Silver creature token into play. 7/7.					
Smoldering Tar	SC	U	---	---	IN
At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar. Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.					
Sotari Swamp King	SL	R	---	---	CHLG
Swampwalk. Whenever a player plays a black spell, you gain 1 life. 5/5.					
Sotari Guerrillas	SC	R	---	---	TM
Shadow. The next time Sotari Guerrillas would deal combat damage to defending player this turn, it deals that damage to target creature instead. 3/2.					
Soul Link	EC	U	---	---	AP
Whenever enchanted creature deals or is dealt damage, you gain that much life.					
Sparkcaster	SC	U	---	---	PS

NAME	KIND	CR	PR	COST	SETS
Discard a card at random from your hand. Stormbird deals 2 damage to target creature or player.					
Suffocating Blast	INS	R	---	---	AP
Counter target spell and Suffocating Blast deals 3 damage to target creature.					
Suleiman's Legacy	EN	R	---	---	VS
As Suleiman's Legacy comes into play, destroy all Djinn and Efreeti. They can't be regenerated. Whenever a Djinn or Efreeti comes into play, destroy it. It can't be regenerated.					
Sunastian Falconer	SL	U	---	---	LG
Add two colorless mana to your mana pool. 4/4.					
Surge of Strength	INS	U	---	---	AI
As an additional cost to play Surge of Strength, discard a red or green card from your hand. Target creature gains trample and gets +X/+0 until end of turn, where X is its converted mana cost.					
Teferi's Moat	EN	R	---	---	IN
As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.					
Tempest Drake	SC	U	---	---	VS
Flying. Attacking doesn't cause Tempest Drake to tap. 2/2.					
Tempest Spring	SOR	C	---	---	AP
Put target permanent on top of its owner's library.					
Terminate	INS	C	---	---	PS
Destroy target creature. It can't be regenerated.					
Tetsuo Umazawa	SC	R	---	---	LG
Tetsuo Umazawa can't be the target of an enchant creature spell. 4/4/4. Choose one—Destroy target tapped					

NAME	KIND	CR	PR	COST	SETS
Vitalizing Cascade	INS	U	---	---	MG
You gain X+3 life.					
Vudalian Zombie	SC	C	---	---	IN
Protection from green. 2/2.					
Void	SOR	R	---	---	IN
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his hand and discards from it all nonland cards with converted mana cost equal to the number.					
Voracious Cobra	SC	U	---	---	IN
First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature. 2/2.					
Wandering Flame	SC	R	---	---	AI
Pay 1 life. Prevent the next 2 damage that would be dealt to target creature this turn. Prevent the next 1 damage that would be dealt to target cleric or wizard this turn. Put a 1/1 counter on a creature you control. Prevent the next 2 damage that would be dealt to target player this turn. 0/3.					
Warping Wurm	SC	R	---	---	MG
Phasing. At the beginning of your upkeep, you may pay 1 life. If you don't, Warping Wurm phases out. When Warping Wurm phases in, put a 1/1 counter on it. 1/1.					
Wellspring	EL	R	---	---	MG
When Wellspring comes into play, gain control of enchanted land until end of turn. At the beginning of your upkeep, untap enchanted land. You gain control of enchanted land until end of turn.					
Windreaper Falcon	SC	U	---	---	MG
Flying. Protection from blue. 1/1.					
Wings of Aesthir	EC	U	---	---	IA
Enchanted creature gets +1/+0 and has flying and first strike.					
Wings of Hope	EC	C	---	---	IN
Enchanted creature gets +1/+3 and has flying.					
Winter's Night	EW	R	---	---	AI
Whenever a snow-covered land is tapped for mana, its controller adds one mana of that type to his mana pool. That mana doesn't untap during his controller's next upkeep step.					
Wood Sage	SC	R	---	---	TM
Name a creature card. Reveal the top four cards of your library. Put any of them that are the named card into your hand and the rest into your graveyard. 1/1.					
Xira Arien	SL	R	---	---	CHLG
Flying. Whenever Xira Arien is put into a graveyard from play, Yavimaya Barbarian draws a card. 1/2.					
Yavimaya Barbarian	SC	C	---	---	IN
Protection from blue. 2/2.					
Yavimaya Kavu	SC	U	---	---	IN
Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play. 7/7.					
Yavimaya's Embrace	EC	R	---	---	AP
You control enchanted creature. Enchanted creature gets +2/+2 and has trample.					
Zabra Unicorn	SC	U	---	---	MG
Whenever Zabra Unicorn deals damage, you gain that much life. 2/2.					

## KILLER COMBOS

Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. (This effect doesn't end at end of turn.)

Cultural Exchange lets you snag your foe's best creatures, even untargetable monstrosities like Iridescent Angel, Blastoderm and Morphling. You just want to make sure to dump crap on the enemy when you trade. Wall Of Kelp does just that, shafting your foe with a bunch of 0/1 walls.

When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player. 5/3.					
Spatial Binding	EN	U	---	---	MG
Pay 1 life. Until your next upkeep step, target permanent can't phase out.					
Spectral Shield	EC	U	---	---	IA
Enchanted creature gets +0/+2 and can't be the target of spells.					
Spinal Embrace	INS	R	---	---	IN
Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it if you do, you gain life equal to its toughness.					
Spined Silver	SC	U	---	---	SH
Whenever a Silver becomes blocked, that Silver gets +1/+1 until end of turn for each creature blocking it. 2/2.					
Spiritmonger	SC	R	---	---	AP
Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. Regenerate Spiritmonger. Spiritmonger becomes the color of your choice until end of turn. 6/6.					
Spontaneous Combustion	INS	U	---	---	TM
As an additional cost to play Spontaneous Combustion, sacrifice a creature. Spontaneous Combustion deals 3 damage to each creature.					
Squandered Resources	EN	R	---	---	VS
Sacrifice a land. Add to your mana pool one mana of any type the sacrificed land could produce.					
Squeeze's Embrace	EC	C	---	---	AP
Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.					
Squeeze's Revenge	SOR	U	---	---	AP
Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.					
Stalking Assassin	SC	R	---	---	IN
Tap target creature. Destroy target creature. 1/1.					
Stango	SL	R	---	---	CHLG
When Stango comes into play, put a 3/4 red and green Stango-in creature token into play. When Stango leaves play, remove Stango-in from the game. When Stango-in leaves play, sacrifice Stango. 3/4.					
Steel Leaf Paladin	SC	C	---	---	PS
First strike. When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand. 4/4.					
Sterling Grove	EN	U	---	---	IN
All other enchantments you control can't be the targets of spells or abilities. Sacrifice Sterling Grove. Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.					
Storm Spirit	SC	R	---	---	IA
Flying. Storm Spirit deals 2 damage to target creature. 3/3.					
Stormbird	EN	R	---	---	IA

creature or destroy target blocking creature. 3/3.					
The Lady of the Mountain	SL	U	---	---	LG
5/5.					
Tobias Andriol	SL	U	---	---	CHLG
4/4.					
Tor Waucki	SL	U	---	---	CHLG
For Waucki deals 2 damage to target attacking or blocking creature. 3/3.					
Torsten Von Grauss	SL	U	---	---	LG
5/5.					
Treva, the Renewer	SL	R	---	---	IN
Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 1 life. If you do choose a color, You gain 1 life for each permanent of that color. 5/5.					
Treva's Charm	INS	U	---	---	PS
Choose one—Destroy target enchantment; or remove target attacking creature from the game, or draw a card, then discard a card from your hand.					
Tsabo Teyve	SL	R	---	---	IN
First strike. Protection from legends. 4/4. Destroy target legend. It can't be regenerated. 1/4.					
Tukinir Deaththief	SL	R	---	---	LG
Flying. 4/4. Target creature gets +2/+2 until end of turn. 2/2.					
Undermine	INS	R	---	---	IN
Counter target spell. Its controller loses 3 life.					
Unfulfilled Desires	EN	R	---	---	MG
Pay 1 life. Draw a card, then discard a card from your hand.					
Ur-drago	SL	R	---	---	LG
First strike. Creatures with swampwalk may be blocked as though they didn't have swampwalk. 4/4.					
Urberg Brink	SC	U	---	---	IN
Flying. Urberg Brink attacks each turn if able. 2/3.					
Urza's Skull	SOR	R	---	---	PS
Each player draws two cards, then discards three cards from his or her hand, then uses 4 life.					
Vaezrist Asmadi	SL	R	---	---	CHLG
Flying. At the beginning of your upkeep, sacrifice Vaezrist Asmadi unless you pay 1 life. Vaezrist Asmadi gets +1/+0 until end of turn. 7/7.					
Vhad el-Dal	SL	R	---	---	TM
Target creature's power or toughness becomes 1 until end of turn. 3/3.					
Vivashvan Dragon	SC	R	---	---	VS
Flying. Vivashvan Dragon gets +1/+0 until end of turn. 4/4.					
Vivashvan Dragon gets +0/+1 until end of turn. 4/4.					
Vicious Kavu	SC	U	---	---	IN
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn. 2/2.					
Virtual Survivor	SC	U	---	---	SH
All Survivors have "Sacrifice this creature. You gain 4 life."					
Vile Consumption	EN	R	---	---	IN
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."					
Vindicate	SOR	R	---	---	AP
Destroy target permanent.					

## GREEN

<b>Abhorth</b>	SC	R	---	---	WL
Cumulative upkeep—Put a 1/1 counter on Abhorth. 9/9.					
<b>Abundance</b>	EN	R	---	---	UZ
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.					
<b>Acridian</b>	SC	C	---	---	UZ
Echo. 2/4.					
<b>Ahya Grove</b>	EN	R	---	---	MG
Ahya Grove comes into play with three +1/+1 counters on it. At the beginning of your upkeep, move a +1/+1 counter from Ahya Grove onto target creature. When Ahya Grove has no +1/+1 counters on it, sacrifice it.					
<b>Aggressive Urge</b>	INS	C	---	---	IN
Target creature gets +1/+1 until end of turn. Draw a card.					
<b>Aisting Leprechaun</b>	SC	C	---	---	LG
Whenever Aisting Leprechaun blocks or becomes blocked by a creature, that creature becomes green. 1/1.					
<b>Albino Troll</b>	SL	U	---	---	UZ
Echo. Regenerate Albino Troll. 3/3.					
<b>Alpha Kavu</b>	SC	U	---	---	PS
Target Kavu gets +1/+1 until end of turn. 2/2.					
<b>Aluren</b>	EN	R	---	---	TM
Any player may play creature cards with converted mana cost 3 or less without paying their mana cost at any time he or she chooses to play instant.					
<b>Amphibious Kavu</b>	SC	C	---	---	PS
Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn. 2/2.					
<b>An-Haven Constable</b>	SC	U	---	---	S.HL
An-Haven Constable's toughness is equal to 1 plus the number of green creatures in play. 2/1+.					
<b>An-Haven Soldier</b>	SC	U	---	---	S.HL
Gain X+1 life, where X is the number of green creatures in play.					
<b>Ana Disciple</b>	SC	C	---	---	AP
Target creature gets minus flying until end of turn.					
<b>Ana Disciple</b>	SC	U	---	---	AP
Target creature gets -7/-7 until end of turn. 1/1.					
<b>Ana Disciple</b>	SC	U	---	---	AP
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +6/+6 until end of turn instead.					
<b>Anaconda</b>	SC	U	---	---	TJZ
Swampwalk. 3/3.					
<b>Anavelor</b>	SC	R	---	---	702
Kicker: 2 and/or. If you paid the 2 kicker cost, Anavelor comes into play with two +1/+1 counters on it and has flying if you paid the 2 kicker cost. Anavelor comes into play with a +1/+1 counter on it and has "Play 3 life. Regenerate Anavelor." 3/3.					
<b>Ancestral Mask</b>	FC	C	---	---	MM
Enchanted creature gets +2/+2 for each other enchanted creature in play.					
<b>Ancient Silverback</b>	SC	R	---	---	7UO
Regenerate Ancient Silverback. 6/5.					
<b>Animade Land</b>	INS	U	---	---	WE
Until end of turn, target land is a 3/3 creature that's still a land.					
<b>Apes of Rath</b>	SC	U	---	---	TM
Whenever Apes of Rath attacks, it doesn't upkeep during its controller's next upstart step. 5/4.					
<b>Arborea</b>	EW	U	---	---	LG
Creatures can't attack a player who didn't play a spell or put a card into play on his last turn.					
<b>Arctic Wolves</b>	SC	U	---	---	WL



# MAGIC

## The Gathering

### Players Guide

NAME KIND CR PR COST SETS

<b>Artificial Upkeep</b>	EN	R	•••	••	MM
When Arctic Wolves comes into play, draw a card. 4/5					
<b>Argothian Elder</b>	EN	U	•••	••	UZ
••• Untap two target lands. 2/2.					
<b>Argothian Enchantress</b>	SC	R	•••	••	UZ
Argothian Enchantress can't be the target of spells or abilities. Whenever you play an enchantment spell, draw a card. 0/1.					
<b>Argothian Pixies</b>	SC	C	•••	••	CHAQ
Argothian Pixies can't be blocked by artifact creatures. Prevent all damage that would be dealt to Argothian Pixies by artifact creatures. 2/1.					
<b>Argothian Swine</b>	SC	C	••	••	UZ
Trample 3/3.					
<b>Argothian Treefolk</b>	SC	C	••	••	AQ
Prevent all damage that would be dealt to Argothian Treefolk by artifacts. 3/5.					
<b>Argothian Wurm</b>	SC	R	•••	••	UZ
Trample. When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library. 5/6.					
<b>Armor of Thorns</b>	EC	C	•••	••	MG
Armor of Thorns can enchant only a nonblack creature. You may play Armor of Thorns any time you could play an instant. If it was played any time a sorcery could have been played, sacrifice it at end of turn. Enchanted creature gets +2/+2.					
<b>Aspect of Wolf</b>	EC	R	••	••	LUR4.5
Enchanted creature gets +X/-Y where X is equal to half the number of forests you control, rounded down and Y is a equal to half the number of forests you control, rounded up.					
<b>Aurochs</b>	SC	C	••	••	5.A
Trample. As each Aurochs attacks, it gets +1/+0 for each other attacking Aurochs. 2/3.					
<b>Autumn Willow</b>	SL	R	•••	••	HL
Autumn Willow can't be the target of spells or abilities. Limit end of turn target a player may target Autumn Willow with spells or abilities as though it could be the target of spells or abilities. 4/4.					
<b>Avatar of Might</b>	SC	R	•••	••	PY
Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs •• less to play. 6/8.					
<b>Avenaging Druid</b>	SC	C	••	••	EX
Whenever Avenaging Druid deals damage to an opponent, you may reveal cards from the top of your library until you reveal a land card. Put that card into play and put all other cards revealed this way into your graveyard. 1/3.					
<b>Avoid Fate</b>	INS	C	••	••	LG
Counter target instant or enchantment spell that targets a permanent you control.					
<b>Awakening</b>	EN	R	••	••	SH
At the beginning of each player's upkeep, all players untap all creatures and lands they control.					
<b>Baldwin Bears</b>	SC	C	••	••	IA
2/2.					
<b>Barbary Apes</b>	SC	C	••	••	LG
2/2.					
<b>Barbed Foliage</b>	EN	C	•••	••	MG
Whenever a creature attacks you, it loses flanking until end of turn. Whenever a creature without flying attacks you, Barbed Foliage deals 1 damage to it.					
<b>Barish</b>	SC	C	••	••	WL
When Barish is put into a graveyard from play, remove Barish from the game. Then shuffle all creature cards from your graveyard into your library. 4/3.					
<b>Bayou Dragonfly</b>	SC	C	••	••	TM
Swampwalk. 1/1.					
<b>Bequahtail</b>	EC	C	••	••	EX
When enchanted creature is put into a graveyard, draw two cards.					
<b>Berserk</b>	INS	U	•••	••	LU
Play only before end of combat. Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At end of turn, if that creature attacked this turn, destroy it.					
<b>Bifurcate</b>	SOR	R	••	••	MM
Search your library for a creature card with the same name as target creature and put that card into play. Then shuffle your library.					
<b>Blind</b>	INS	R	••	••	IN
Counter target activated ability. Draw a card.					
<b>Birds of Paradise</b>	SC	R	•••	••	LUR4.5,6,7
Flying. •• Add one mana of any color to your mana pool. 0/1.					
<b>Blanchwood Armor</b>	EC	U	•••	••	TUZ
Enchanted creature gets +X/-X, where X is the number of forests you control.					
<b>Blanchwood Treefolk</b>	SC	C	••	••	UZ
4/5.					
<b>Blindfolded</b>	SC	C	•••	••	NE
Facing 3. Blindfolded can't be the target of spells or abilities. 5/5.					
<b>Blizzard</b>	EN	R	••	••	IA
Cumulative upkeep •• You can't play Blizzard unless you control a snow covered land. Creatures with flying don't untap during their controllers' untap steps.					
<b>Blinded Ties</b>	UL	••	••	••	UL
Protection from true. Dying. 2/2.					
<b>Blossoming Wealth</b>	INS	C	••	••	WL
You gain 1 life each time the number of creature cards in your graveyard.					
<b>Blurred Monogoose</b>	SC	R	••	••	IN
Blurred Monogoose can't be countered. Blurred Monogoose can't be the target of spells or abilities. 2/1.					
<b>Boa Constrictor</b>	SC	U	••	••	MM
Boa Constrictor gets +3/+3 until end of turn. 3/3.					
<b>Boo Gnarr</b>	SC	C	••	••	AP
Whenever a player plays a black spell, Boo Gnarr gets +2/+2 until end of turn. 2/2.					
<b>Bounty of the Hunt</b>	SC	R	•••	••	AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's mana cost. Three tar-					

NAME	KIND	CR	PR	COST	SETS
<b>Briar Patch</b>	EN	U	••	••	MM
Whenever a creature attacks you, it gets -1/-0 until end of turn.					
<b>Briar Shield</b>	EC	C	••	••	WL
Enchanted creature gets +1/+1. Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.					
<b>Broken Fall</b>	EN	C	••	••	TM
Return Broken Fall to its owner's hand. Regenerate target creature.					
<b>Brown Dogha</b>	SC	C	••	••	IA
••• Counter target activated ability of an artifact. 1/1.					
<b>Brushwalk</b>	SC	R	••	••	MG
Whenever Brushwalk blocks or becomes blocked, it gets +2/+2 until end of turn. 3/2.					
<b>Bull Elephant</b>	SC	C	••	••	VS
When Bull Elephant comes into play, sacrifice it unless you return two forests you control to their owner's hand. 4/4.					
<b>Bull Hippo</b>	SC	U	••	••	TUZ
Islandwalk. 3/3.					
<b>Burgeoning</b>	EN	R	••	••	SH
Whenever an opponent plays a land, you may put a land card from your hand into play.					
<b>Call of the Wild</b>	EN	R	••	••	6.WL
••• Reveal the top card of your library. If it's a creature					

NAME	KIND	CR	PR	COST	SETS
<b>Choke</b>	EN	U	••	••	TM
Islands don't untap during their controllers' untap steps.					
<b>Choking Vines</b>	INS	C	••	••	WL
Play Choking Vines only during the declare blockers step. X target attacking creatures become blocked. Choking Vines deals X damage to each of those creatures.					
<b>Chub Load</b>	SC	C	••	••	5.A
Whenever Chub Load blocks or becomes blocked, it gets +2/+2 until end of turn. 1/1.					
<b>Citadel Centaurs</b>	SC	R	••	••	UZ
Echo. Citadel Centaurs can't be the target of spells or abilities. 6/3.					
<b>Citadel Druid</b>	SC	U	••	••	AD
Whenever an opponent plays an artifact spell, put a +1/+1 counter on Citadel Druid. 1/1.					
<b>Citadel Hierophants</b>	SC	R	••	••	UZ
Creatures you control have "Add ••• to your mana pool." 3/2.					
<b>City of Solitude</b>	EN	R	••	••	VS
Players can play spells and abilities only during their turn.					
<b>Clear the Land</b>	SOR	R	••	••	MM
Each player reveals the top five cards of his library, puts into play tapped all land cards revealed this way and					

NAME	KIND	CR	PR	COST	SETS
<b>Cycle of Life</b>	EN	R	••	••	MG
Return Cycle of Life to its owner's hand. Target creature you played this turn is 0/1 until your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.					
<b>Cyclone</b>	EN	R	••	••	CHAN
At the beginning of your upkeep, put a wind counter on Cyclone. Then you may pay •• for each wind counter on Cyclone. If you pay, Cyclone deals damage equal to the number of wind counters on it to each creature and each player. If you don't pay, sacrifice Cyclone.					
<b>Darha</b>	SC	U	••	••	PY
At the beginning of your upkeep, sacrifice Darha unless you pay ••. 5/4.					
<b>Darkswitch Elves</b>	SC	U	••	••	UL
Protection from black. Dying. 2/2.					
<b>Daughter of Autumn</b>	SL	R	••	••	HL
•• The next 1 damage that would be dealt to target white creature this turn is dealt to Daughter of Autumn instead. 2/4.					
<b>Dawnstrider</b>	SC	R	••	••	MM
•• Discard a card from your hand. Prevent all combat damage that would be dealt this turn. 1/1.					
<b>Deadfall</b>	EN	U	••	••	LG
Creatures with forestwalk may be blocked as though they didn't have forestwalk.					
<b>Deadly Insect</b>	EC	C	••	••	ALMM
Deadly Insect can't be the target of spells or abilities. 6/1.					
<b>Decomposition</b>	EC	C	••	••	MG
Decomposition can enchant only a black creature. Enchanted creature has "Cumulative upkeep—Pay 1 life." When enchanted creature is put into a graveyard, its controller loses 2 life.					
<b>Deepwood Drummer</b>	SC	C	••	••	MM
•• Discard a card from your hand. Target creature gets +2/+2 until end of turn. 1/1.					
<b>Deepwood Elder</b>	SC	R	••	••	MM
•• Discard a card from your hand. X target lands become forests until end of turn. 2/2.					
<b>Deepwood Tantor</b>	SC	U	••	••	MM
Whenever Deepwood Tantor becomes blocked, you gain 2 life. 2/4.					
<b>Deepwood Wolverine</b>	SC	C	••	••	MM
Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn. 1/1.					
<b>Defense of the Heart</b>	EN	R	••	••	UL
At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice Defense of the Heart to search your library for up to two creature cards and put those creatures into play. Then shuffle your library.					
<b>Dense Foliage</b>	EN	R	••	••	6.WL
Creatures can't be the targets of spells.					
<b>Deranged Hermit</b>	SC	R	••	••	UL
Echo. When Deranged Hermit comes into play, put four 1/1 green Swamp creature tokens into play. All Squirrels get +1/+1. 1/1.					
<b>Desert Twister</b>	SOR	U	••	••	R4.5,AN
Destroy target permanent. Also in MM.					
<b>Dire Wolves</b>	SC	C	••	••	IA
Dire Wolves has banding as long as you control a plane. 2/2.					
<b>Dirtdrow Wurm</b>	SC	R	••	••	TM
Whenever an opponent plays a land, put a +1/+1 counter on Dirtdrow Wurm. 3/4.					
<b>Downdraft</b>	EN	U	••	••	WL
Target creature loses flying until end of turn. Sacrifice Downdraft. Downdraft deals 2 damage to each creature with flying.					
<b>Drop of Honey</b>	EN	R	••	••	AN
At the beginning of your upkeep, destroy target creature with the least power. It can't be regenerated. When there are no creatures in play, sacrifice Drop of Honey.					
<b>Dual Nature</b>	EN	R	••	••	PY
Whenever a creature card comes into play, its controller puts a creature token into play that's a copy of that creature. Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. When Dual Nature leaves play, remove all tokens created with it from the game.					
<b>Darkwood Boars</b>	SC	C	••	••	4.5LG
4/4.					
<b>Early Harvest</b>	INS	R	••	••	6.7MG
Target player untaps all basic lands he controls.					
<b>Earthcraft</b>	EN	R	••	••	TM
Tap an untapped creature you control. Untap target basic land.					
<b>Earthlore</b>	EL	C	••	••	IA
Earthlore can enchant only a land you control. Enchanted land has "Target blocking creature gets +1/+2 until end of turn."					
<b>Eldrazi, Lord of Leaves</b>	SL	R	••	••	TM
All Evils have forestwalk. Evils can't be the target of spells or abilities. 2/2.					
<b>Eldrazi's Vineyard</b>	EN	R	••	••	TM
At the beginning of each player's pre-combat main phase, add ••• to that player's mana pool.					
<b>Elder Druid</b>	SC	R	••	••	5.6,7M
•• Tap or untap target artifact, creature, or land. 2/2.					
<b>Elephant Grass</b>	EN	U	••	••	VS
Cumulative upkeep •• Black creatures can't attack you. Nonblack creatures can't attack you unless their controller pays an additional •• for each creature attacking you.					
<b>Elephant Resurgence</b>	SOR	R	••	••	PY
Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."					
<b>Elthame Sanctuary</b>	EN	U	••	••	IN
At the beginning of your upkeep, you may search your library for a basic and card reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.					
<b>Elven Echo</b>	SOR	C	••	••	6.VS
Return target card from your graveyard to your hand.					
<b>Elven Fortress</b>	EN	C	••	••	FE
Target blocking creature gets +0/+1 until end of turn.					
<b>Elven Palisade</b>	EN	U	••	••	EX
Sacrifices a forest: Target attacking creature gets -3/-0 until end of turn.					
<b>Elven Riders</b>	SC	U	••	••	4.5,6,8
Even Riders can't be blocked except by creatures with fly-					

## ODYSSEY DISSECTED

### FLASH IN THE PAN

Flashback's the less common of *Odyssey's* main mechanics—only 27 cards can be cast from the grave, then removed from the game. Green's also number one with this mechanic, only it's got company at the top. The breakdown of flashback by color:



NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS	
ing and/or Walls 3/3.						Erthizoon	SC	R	•	••••	MM	do Floral Spuzzzen deals no combat damage this turn. 2/2.						
Elven Rita	SDR	U	•••	•	SH	Whenever Erthizoon attacks, put a +1/+1 counter on target creature of defending player's choice. 4/4.						Fog	INS	C	••	••••	LUR4.5.6.7MG	FE
Put two +1/+1 counters, distributed as you choose, on one or two target creatures.						Essence Filter	SDR	C	•••	••••	IA	Prevent all combat damage that would be dealt this turn.						NE
Elven Warhound	SC	R	••	••	TM	Choose one—Destroy all enchantments; or destroy all non-white enchantments.						Fog Patch	INS	C	••	••••	••	••
Whenever Elven Warhound becomes blocked by a creature, put that creature on top of its owner's library. 2/2.						Eureka	SDR	R	••	••••	LG	Play Fog Patch any during the declare blockers step. Attacking creatures become blocked.						••
Elves of Deep Shadow	SC	U	••	••	DK	Each player may put an artifact, creature, enchantment, or land card from their hand into play. Players take turns playing cards from their hands until no one wants to put another card into play. If a spell has an X in its casting cost, X is 1.						Folk of An-Hava	SC	C	••	••	••	HL
Deals 1 damage to you. 1/1						Explosion	EN	R	••	••••	UJZ	Whenever Folk of An-Hava blocks, it gets +2/+2 until end of turn. 1/1.						IA
Elvish Archers	SC	R	••	••	LUR4.5.6.7	You may play an additional land each of your turns.						Folk of the Pines	SC	C	••	••	••	IA
First strike. 2/1.						Explosive Growth	INS	C	••	••	IN	Remove a creature you control from the game. Add X mana of any one color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.					••	
Elvish Bard	SC	U	••	••	AI	Kicker: Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.						Forbidden Lore	EL	R	••	••	••	IA
Elvish Berserker	SC	C	••	••	EX	Target creature gets +1/+1 until end of turn. 1/2.						Force of Nature	SC	R	••	••	••	LUR4.5
Whenever Elvish Berserker becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. 1/1.						Faerie Noble	SC	R	••	••	HL	Force of Nature SC R ••••••~ LUR4.5					••	
Elvish Champion	SC	R	••	••	7IN	Flying. Faeries you control get +0/+1. ••: Faeries you control get +1/+1 until end of turn. 1/2.						Forgotten Lore	EL	R	••	••	••	IA
All Elves get +1/+1 and have foreswath. 2/2.						Falling Timber	INS	C	••	••	PS	Force of Nature SC R ••~ LUR4.5					••	
Elvish Farmer	SC	R	••	••	FE	Target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.						Forgotten Lore EN R ••~ LUR4.5					••	
At the beginning of your upkeep, put a spore counter on Elvish Farmer. Remove three spore counters from Elvish Farmer. Put a 1/1 green Sapling creature token into play. Sacrifice a Sapling: You gain 2 life. 0/2.						Fallow Earth	SDR	U	••	••	8MG	Force of Nature SC R ••~ LUR4.5					••	
Elvish Fury	INS	C	••	••	TM	Put target land on top of its owner's library.						Forgotten Lore EN R ••~ LUR4.5					••	
Backlash. Target creature gets +2/+2 until end of turn.						Fallow Wurm	SC	U	••	••	WL	Force of Nature SC R ••~ LUR4.5					••	
Elvish Harder	SC	C	••	••	UJZ	When Fallow Wurm comes into play, sacrifice it unless you discard a land card from your hand. 4/4.						Fortitude	EC	C	••	••	••	UJZ
Target creature gains trample until end of turn. 1/1.						Familiar Ground	EN	U	••	••	6.7WL	Fortitude	EC	C	••	••	••	UJZ
Elvish Hunter	SC	C	••	••	FE	Each creature you control can't be blocked by more than one creature.						Foster	EN	R	••	••	••	MM
Target creature doesn't untap during its controller's next untap step. 1/1.						Fanatical Fever	INS	U	••	••	IA	Foster	EN	R	••	••	••	MM
Elvish Lookout	SC	C	••	••	UD	Target creature gets +3/+3 and gains trample until end of turn.						Foster	EN	R	••	••	••	MM
Elvish Lookout can't be the target of spells or abilities. 1/1.						Fastbond	EN	R	••	••	LUR	Foster	EN	R	••	••	••	MM
Elvish Lyrst	SC	R	••	••	JUD	You may play as many lands as you choose on your turn. Whenever you put a land into play after that the first and of the turn, Fastbond deals 1 damage to you.						Foster	EN	R	••	••	••	MM
Elvish Piger	SC	C	••	••	AI	Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.						Foster	EN	R	••	••	••	MM
Elvish Ranger	SC	C	••	••	FE	Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.						Foster	EN	R	••	••	••	MM
Elvish Scout	SC	C	••	••	FE	Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.						Foster	EN	R	••	••	••	MM
Target creature attacking creature you control and remove it from combat. 1/1						Fernetic Archers	SC	U	••	••	6.7MG	Foster	EN	R	••	••	••	MM
Elvish Spirit Guide	SC	U	••	••	AI	Each creature you control gets +2/+2 until end of turn.						Foster	EN	R	••	••	••	MM
Remove Elvish Spirit Guide from the game. Add X to your mana pool. Play this ability only if Elvish Spirit Guide is in your hand and only one time you could play an instant. 2/2.						Feral Instinct	INS	C	••	••	VS	Foster	EN	R	••	••	••	MM
Emerald Charm	INS	C	••	••	VS	Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.						Foster	EN	R	••	••	••	MM
Choose one—Untap target permanent; or destroy target artifact enchantment; or target creature loses flying until end of turn.						Feral Thallid	SC	U	••	••	FE	Foster	EN	R	••	••	••	MM
Emerald Dragonfly	SC	C	••	••	CHLS	At the beginning of your upkeep, put a spore counter on Feral Thallid. Remove three spore counters from Feral Thallid. Regenerate Feral Thallid. 6/3.						Foster	EN	R	••	••	••	MM
Flying. •••: Emerald Dragonfly gains first strike until end of turn. 1/1.						Ferocity	EC	C	••	••	MM	Foster	EN	R	••	••	••	MM
Emperor Crocodile	SC	R	••	••	UD	Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.						Foster	EN	R	••	••	••	MM
When you control no other creatures, sacrifice Emperor Crocodile. 5/5.						Fertile Ground	EC	C	••	••	UJZ	Foster	EN	R	••	••	••	MM
Endangered Armadon	SC	C	••	••	SH	Whenever enchanted land is tapped for mana, its controller casts one mana of any color to his mana pool.						Foster	EN	R	••	••	••	MM
When you control a creature with toughness 2 or less, sacrifice Endangered Armadon. 4/5.						Fire Sprites	SC	C	••	••	LG	Foster	EN	R	••	••	••	MM
Endless Wurm	SC	R	••	••	••	Flying. •••: Add X to your mana pool. 1/1.						Foster	EN	R	••	••	••	MM
Trample. At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment. 9/5.						Flailing Drake	SC	U	••	••	TM	Foster	EN	R	••	••	••	MM
Erhnam Djinn	SC	U	••	••	CHAN	Flying. When Flailing Drake blocks or becomes blocked by a creature, that creature gets +1/+1 until end of turn. 2/3.						Foster	EN	R	••	••	••	MM
At the beginning of your upkeep, target non-Well creature an opponent controls gains foreswath until your next upkeep. 4/5.						Floral Spuzzzen	SC	U	••	••	LG	Foster	EN	R	••	••	••	MM
												Foster	EN	R	••	••	••	MM

## LETHAL DECKS FOR STANDARD MAGIC TOURNEYS

# KillerDecks

## Iridescent Infestation

This ain't your typical copycat control deck, no sir. Instead of sitting back on a buttload of countermagic, this *Odyssey* only offering takes its controller on a roller coaster ride of card-drawing and discarding that, under the right circumstances, can get the set's best creature into play on turn four! **HOW IT BEATS YOU:** In any of a number of ways. If you draw your angel on the first turn, get it into the graveyard ASAP. A timely Zombify will have your foe scooping by turn five.

This isn't a combo-based deck, though. The real key here's to hold the board, countering serious threats, killing creatures with Ghasly Demise and Innocent Blood and bouncing other monsters with *Aether Burst*, until your ready to unleash your own creatures.

It's no surprise that *Odyssey's* top three creatures all grace this offering. Shadowmage Infiltrator can block weenies and gains valuable card advantage. Thought Devourer requires no further accolades.

Need to unload some cards because of the Devourer? No prob, Zombify does the trick, giving a 2/2 zombie or two for your efforts. **HOW TO SIDEBAR:** Diabolic Tutors and the deck's numerous card-drawing engines let it play a diverse sidebar. Steamclaw takes down threshold- and flashback-based strategies. Sandstone Deadfall's the set's best—almost only—weapon versus the Iridescent Angel. Blue's got plenty of color-hosing creatures from which to choose.

...AND YOU JUST RUB YOUR SOCKED FEET ON THE CARPET AND...PRESTO!

NEAT!

**ALL ODYSSEY!**

**BACK IN BLACK Graveyard**  
recursion lives. Zombies rejoice.

## the deck

ARTIFACT	BLUE	GOLD
1 Darkwater Egg	4 Aether Burst	1 Iridescent Angel
1 Skycloud Egg	1 Repel	4 Shadowmage
<b>BLACK</b>	1 Rites Of Refusal	Infiltrator
2 Diabolic Tutor	3 Syncope	<b>LAND</b>
2 Ghasly Demise	4 Thought	11 Island
3 Innocent Blood	Devourer	10 Swamp
2 Zombie	3 Thought Eater	1 Plains
Infestation	4 Words Of	
2 Zombify	Windom	



# MAGIC The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Gang of Elk</b>	SC	U	•••	••	ZUL
Whenever Gang of Elk becomes blocked it gets +2/+2 until end of turn for each creature blocking it. 5/4					
<b>Gargantuan Gorilla</b>	SC	R	•••••	••	AI
At the beginning of your upkeep, if you sacrifice Gargantuan Gorilla unless you sacrifice a forest. If you sacrifice Gargantuan Gorilla this way it deals 4 damage to you. If you sacrifice a snow-covered forest this way, Gargantuan Gorilla gains trample until end of turn. 5/4					
<b>Ghazban Ogre</b>	SC	C	•••	••	5 CHAN
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Ghazban Ogre. 2/2					
<b>Giant Badger</b>	SC	R	••	•••	PR
Whenever Giant Badger blocks it gets +2/+2 until end of turn. 2/2					
<b>Giant Caterpillar</b>	SC	C	•••	••	VS.MM
Sacrifice Giant Caterpillar. Put a 1/1 green Butterfly creature token with flying into play at end of turn. 3/3					
<b>Giant Growth</b>	INS	C	•••	LUR.4.5.6.7.M	IA
Target creature gets +3/+3 until end of turn.					
<b>Giant Mantle</b>	SC	C	•••	••	MG
Giant Mantle may block as though it had flying. 2/4					
<b>Giant Spider</b>	SC	C	•••	••	LUR.4.5.6.7
Giant Spider may block as though it had flying. 2/4					
<b>Giant Turtle</b>	SC	C	••	••	LG
Giant Turtle can't attack if it attacked during your last turn. 2/4					
<b>Gleeborn Hyenas</b>	SC	C	••	••	MG
Gleeborn Hyenas can't block black creatures. 3/2					
<b>Gift of the Woods</b>	EC	C	••	••	AI
Whenever enchanted creature blocks or becomes blocked, enchanted creature gets +0/+3 until end of turn and you gain 1 life.					
<b>Glede Gnarr</b>	SC	C	••	••	AP
Whenever a player plays a blue spell, Glede Gnarr gets +2/+2 until end of turn. 4/4					
<b>Glyph of Reincarnation</b>	INS	C	••	••	LG
Play only after combat. Destroy all creatures that were procked by target. Wait this turn. They can't be regenerated. For each creature put into a graveyard this way, choose a creature card from the graveyard of that player's controller and return that card to play under its owner's control.					
<b>Goliath Beetle</b>	SC	C	••	••	UD
Trample. 3/1.					
<b>Gorilla Berserkers</b>	SC	C	••	••	AI
Trample. 2 damage. 2 Gorilla Berserkers can't be blocked except by three or more creatures. 2/3					
<b>Gorilla Chieftain</b>	SC	C	•••	••	6.7AI
Regenerate Gorilla Chieftain. 3/3					
<b>Gorilla Pack</b>	SC	C	••	••	IA
Gorilla Pack can't attack unless defending player controls a forest. When you control no forests, sacrifice Gorilla Pack. 3/3.					
<b>Gorilla Warrior</b>	SC	C	••	••	UZ
3/2					
<b>Granger Guildmage</b>	SC	C	•••	••	MG
Target creature gains first strike until end of turn. Granger Guildmage deals 1 damage to target creature or player and 1 damage to you. 1/1					
<b>Greater Good</b>	EN	R	•••	••	UZ
Sacrifice a creature. Draw cards equal to the sacrificed creature's power then discard three cards from your hand.					
<b>Greener Pastures</b>	EN	R	••	••	UZ
At the beginning of each player's upkeep, if that player can't move lands than any other the player puts a 1/1 green Saprophyte creature token into play.					
<b>Grizzly Bears</b>	SC	C	••	••	LUR.4.5.6.7
2/2					
<b>Groundskeeper</b>	SC	U	•••	••	MM
Return target basic land card from your graveyard to your hand. 1/1					
<b>Hail Storm</b>	INS	U	••	••	AI
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.					
<b>Hall of Gemstone</b>	EW	R	••	••	MG
At the beginning of each player's upkeep, that player chooses a color. Until end of turn lands tapped for mana produce mana of the chosen color instead of their normal color.					
<b>Harmonic Convergence</b>	INS	U	••	••	UL
Return all enchantments to top of their owners' libraries.					
<b>Harrow</b>	INS	U	••	••	TM,IN
As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic land cards and put them into play. Then shuffle your library.					
<b>Harvest Mage</b>	SC	C	••	••	NE
Discard a card from your hand. Until end of turn, if you put a land for mana, it produces one mana of any color instead of its normal type and amount. 1/1.					
<b>Harvest Worm</b>	SC	C	••	••	WL
When Harvest Worm comes into play, sacrifice it unless you return a basic land card from your graveyard to your hand. 3/2					
<b>Hawkeater Moth</b>	SC	U	••	••	UZ
Flying. Hawkeater Moth can't be the target of spells or abilities. 1/2					
<b>Heart Warden</b>	SC	C	••	••	UD
As an opponent plays a spell, Heart Warden deals 1 damage to you. 1/1.					
<b>Heartwood Dryad</b>	SC	C	••	••	TM
Heartwood Dryad may block as though it had shadow. 2/1.					
<b>Heartwood Giant</b>	SC	R	••	••	TM
Sacrifice a forest. Heartwood Giant deals 2 damage to target player. 4/4					
<b>Heartwood Treefolk</b>	SC	U	••	••	TM
Forestwalk. 3/4					
<b>Hermit Druid</b>	SC	R	••	••	SH
Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and					

NAME	KIND	CR	PR	COST	SETS
<b>Hidden Ancients</b>	EN	U	••	••	UZ
all other cards revealed this way into your graveyard. 1/1					
<b>Hidden Gibbons</b>	EN	R	••	••	UL
When an opponent plays an instant spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 Ape creature.					
<b>Hidden Guerrillas</b>	EN	U	••	••	UZ
When an opponent plays an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 Soldier creature with trample.					
<b>Hidden Herd</b>	EN	R	••	••	UZ
When an opponent plays a nontoxic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 Beast creature.					
<b>Hidden Path</b>	EN	R	•••••	••	OK
Green creatures have forestwalk.					
<b>Hidden Predators</b>	EN	R	••	••	UZ
When an opponent controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 Beast creature.					
<b>Hidden Spider</b>	EN	C	••	••	UZ
When a creature with flying comes into play under an opponent's control, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/3 Spider creature that may block as though it had flying.					
<b>Hidden Stag</b>	EN	R	••	••	UZ
Whenever an opponent plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 Beast creature. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.					
<b>Horned Silver</b>	SC	U	••	••	TM
All Silvers have trample. 2/2					
<b>Horned Troll</b>	SC	C	•••	••	MM
Regenerate Horned Troll. 2/2.					
<b>Hornet Cobra</b>	SC	C	••	••	LG
First strike. 2/1					
<b>Hot Springs</b>	EL	R	••	••	IA
Hot Springs can enchant only a land you control. Enchanted					

**Q: I control a Sulfur Vent enchanted with Steam Vines. What happens if I sacrifice it to get two mana?**

**A: The Steam Vines is put into its owner's graveyard because it's no longer enchanting a legal permanent. Then the Steam Vines ability resolves and you take one damage. Since the Steam Vines is no longer in play, you aren't allowed to move it into another land.**

Sulfur Vent comes into play, tapped. Add +2 to your mana pool. Sacrifice Sulfur Vent. Add +2 to your mana pool.

land has +2. Prevent the next 1 damage that would be dealt to target creature or player this turn.	ability that includes	in its activation cost.
<b>Howling Wolf</b> SC C ••• •• MM	<b>Kavu Chameleon</b> SC U ••• •• IN	<b>Kavu Chameleon</b> can't be countered. Kavu Chameleon becomes the color of your choice until end of turn. 4/4
When Howling Wolf comes into play, you may search your library for up to three cards named Howling Wolf, reveal them, and put them into your hand. If you do, shuffle your library. 2/2	<b>Kavu Climber</b> SC C •• •• AP	Kavu Climber comes into play, draw a card. 3/3
<b>Hungry Mist</b> SC C •• •• 5.HL	<b>Kavu Howler</b> SC U •• •• AP	When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library. 4/5
At the beginning of your upkeep, sacrifice Hungry Mist unless you pay 6/2.	<b>Kavu Lair</b> EN R •• •• IN	Whenever a creature with power 4 or greater comes into play, it controller draws a card.
<b>Hunted Wumpus</b> SC U •• •• MM	<b>Kavu Mauler</b> SC R •• •• AP	Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu. 4/4.
When Hunted Wumpus comes into play, each other player may put a creature card from his hand into play under his control. 5/5.	<b>Kavu Titan</b> SC R •• •• IN	Ricker. If you, paid the lesser cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample. 2/2.
<b>Hunting Moa</b> SC U ••• •• LUR.4.5.6.7.M	<b>Kayoa</b> SC U ••• •• AI	Green creatures you control get +1/+1. 2/3.
Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature. 3/2.	<b>Keeper of the Beasts</b> SC U •• •• EX	Put a 2/2 green Beast creature token into play. Play this ability only if an opponent controls more creatures than you. 1/2.
<b>Hurricane</b> SOR R ••• •• LUR.4.5.6.7.M	<b>Killer Bee</b> SC U •• •• 4.5.LG	Flying. Killer Bees gets +1/+1 until end of turn. 0/1.
Hurricane deals X damage to each creature with flying and each player.	<b>King Chieftain</b> SC C •• •• VS	You may play King Chieftain any time you could play an instant. 3/2.
<b>Hush</b> SOR C •• •• UZ	<b>Kraklin</b> SC U •• •• •• TM	Kraklin comes into play with X +1/+1 counters on it. Regenerate Kraklin. 0/1.
Destroy all enchantments. Cycling. 1/1.	<b>Kudzu</b> EL R •• •• LUR	When enchanted land becomes tapped, destroy it. If Kudzu would be put into a graveyard from play, instead Kudzu enchants a land of the choice of the player who controlled the last land destroyed by Kudzu.
<b>Ice Storm</b> SOR U •• •• LU	<b>Kyscu Drake</b> SC U •• •• VS	Flying. Kyscu Drake gets +0/+1 until end of turn. Play this ability no more than once each turn. Sacrifice Kyscu Drake and Spitting Drake. Search your library for a card named Vashwan Dragon and put that card into play. Then shuffle your library. 2/2.
Destroy target land.		
<b>Iceburning Druid</b> SC U •• •• LG		
Whenever an opponent plays an instant spell other than the first instant spell that player plays each turn, Iceburning Druid deals 4 damage to him. 1/1.		
<b>Ice-Fift Effreet</b> SC U •• •• •• AN		
Flying. Ice-Fift Effreet deals 1 damage to each creature with flying and each player. Any player may play this ability. 3/3.		
<b>Instill Energy</b> EC U ••• •• LUR.4.5		
Enchanted creature has haste. Until enchanted creature plays this ability only during your turn but only once each turn.		
<b>Innovative</b> INS C ••• •• MM		
If you control a forest, you may have an opponent gain 3 life instead of paying Innovative's mana cost. Target creature gets +4/+4 until end of turn.		
<b>Insector Treefolk</b> SC C •• •• LUR.4.5		
3/5		
<b>Ivy Seer</b> SC U •• •• UZ		
Reveal any number of green cards in your hand.		

NAME	KIND	CR	PR	COST	SETS
<b>Land Grant</b>	SOR	C	••	••	MM
If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost. Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.					
<b>Land Leeches</b>	SC	C	••	••	4.DK
First strike. 2/2.					
<b>Lay of the Land</b>	SOR	C	•••	••	AP
Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.					
<b>Leaping Lizard</b>	SC	U	••	••	HL
Leaping Lizard gains flying and gets 0/1 until end of turn. 2/3.					
<b>Ley Druid</b>	SC	U	••	••	LUR.4.5
Untap target land. 1/1.					
<b>Ley Line</b>	EN	U	••	••	MM
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.					
<b>Liurphy</b>	SC	U	••	••	5.IA
Liurphy's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1. 7/1.					
<b>Lichtenrope</b>	SC	R	••	••	VS
For each 1 damage that would be dealt to Lichtenrope, put a +1/+1 counter on it instead. At the beginning of your upkeep, remove a +1/+1 counter from Lichtenrope. 5/5.					
<b>Liege of the Hollows</b>	SC	R	••	••	WL
When Liege of the Hollows is put into a graveyard from play, each player may pay any amount of mana. Then each player puts into play a number of 1/1 green Spider creature tokens equal to the amount of mana he paid this way. 3/4.					
<b>Lifelance</b>	EN	U	••	••	LUR.4.5
Counter target black spell.					
<b>Lifelace</b>	INS	R	••	••	LUR.4
Change the color of target spell or target permanent to green.					
<b>Living Artifact</b>	EA	R	••	••	LUR.4.5
Whenever you deal damage for each 1 damage, put a +1/+1 counter on Living Artifact. At the beginning of your upkeep, you may remove a vitality counter from Living Artifact. If you do, you gain 1 life.					
<b>Living Lands</b>	EN	R	••	••	LUR.4.5.6
All forests are 1/1 creatures that are still lands.					
<b>Living Plane</b>	EW	R	••	••	LG
All cards are 1/1 creatures that are still lands.					
<b>Living Terrain</b>	EL	L	••	••	PY
Enchanted land is a 5/5 green Treefolk creature that's still a land.					
<b>Llanowar Behemoth</b>	SC	U	•••	••	WL
Tap an untapped creature you control. Llanowar Behemoth gets +1/+1 until end of turn. 4/4.					
<b>Llanowar Cavalry</b>	SC	C	••	••	IN
Attacking doesn't cause Llanowar Cavalry to tap this turn. 1/4.					
<b>Llanowar Druid</b>	SC	C	••	••	WL
Sacrifice Llanowar Druid. Untap all forests. 1/2.					
<b>Llanowar Elite</b>	SC	C	••	••	IN
Kicker. Trample. If you, paid the lesser cost, Llanowar Elite comes into play with five +1/+1 counters on it. 1/1.					
<b>Llanowar Elves</b>	SC	C	••	••	LUR.4.5.6.7
Aog. +2 to your mana pool. 1/1.					
<b>Llanowar Sentinel</b>	SC	C	••	••	WL
When Llanowar Sentinel comes into play, you may pay 2. If you do, search your library for a card named Llanowar Sentinel and put that card into play. Then shuffle your library. 2/3.					
<b>Llanowar Vanguard</b>	SC	C	••	••	IN
Llanowar Vanguard gets +0/+4 until end of turn. 1/1.					
<b>Locust Swarm</b>	SC	U	••	••	MG
Flying. Regenerate Locust Swarm. Untap Locust Swarm. Play this ability only once each turn. 1/1.					
<b>Lone Wolf</b>	SC	C	••	••	ZUL
Lone Wolf may deal its combat damage to defending player as though it weren't blocked. 2/2.					
<b>Lowland Basilisk</b>	SC	C	••	••	SH
Whenever Lowland Basilisk deals damage to a creature, destroy that creature at end of combat. 1/3.					
<b>Lull</b>	INS	C	••	••	UZ
Prevent all combat damage that would be dealt this turn.					
<b>Lumbering Satyr</b>	SC	U	••	••	MM
All creatures have forestwalk. 5/4.					
<b>Lure</b>	EC	U	••	••	LUR.4.5.6.7
All creatures able to block enchanted creature do so.					
<b>Lure of Prey</b>	INS	R	••	••	MG
Play Lure of Prey only if an opponent plays a creature spell. This spell put a green counter from your land into play.					
<b>Lurker</b>	SC	••	••	••	DK
Lurker can't be the target of a spell unless it attacks or blocked this turn. 2/3.					
<b>Maddening Wind</b>	EC	U	••	••	IA
Cumulative upkeep. At the beginning of the upkeep of enchanted creature this controller, Maddening Wind deals 2 damage to that player.					
<b>Magnify</b>	INS	C	••	••	UD
All creatures get +1/+1 until end of turn.					
<b>Magnifico Treefolk</b>	SC	R	••	••	PS
For each basic and non-basic among lands you control, Magnifico Treefolk has landwalk of that type. 2/6.					
<b>Manoeth's Harness</b>	EC	••	••	••	HL
Each creature loses flying. Whenever an enchanted creature blocks a creature, the blocked creature gains first strike until end of turn. Whenever an enchanted creature becomes blocked by a creature, the blocking creature gains first strike until end of turn.					
<b>Manabond</b>	EN	R	••	••	EX
At the end of your turn, you may reveal your hand and put all cards from it into play. If you do, discard the rest of your hand.					
<b>Marker Beetles</b>	SC	C	••	••	UD
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. Sacrifice Marker Beetles. Draw a card. 2/3.					
<b>Maro</b>	SC	••	••	••	6.TMG
Maro's power and toughness are each equal to the number of cards in your hand. 7/7.					
<b>Marsh Boa</b>	SC	C	••	••	PY
<b>Swampwalk</b>	1/1				
<b>Marsh Viper</b>	SC	C	••	••	4.5.DK
Whenever Marsh Viper deals damage to a player, that player gets two poison counters. 1/2.					
<b>Master of the Hunt</b>	SC	R	••	••	LG



NAME KIND CR PR COST SETS

Put a 1/1 green Wolves-of-the-Hunt creature token into play. That creature has "Bands with other Wolves of the Hunt." 2/2.

**Megathorium** SC R \*\*\* 7UL  
Trample. When Megathorium comes into play, sacrifice it unless you pay 4 for each card in your hand. 4/4.

**Metamorphosis** SC R \*\*\* 7UL  
As an additional cost to play Metamorphosis, sacrifice a creature. Add an amount of mana of any one color equal to that plus that creature's converted mana cost to your mana pool. Spend this mana only to play creature spells.

**Midsummer Revel** EN R \*\*\* 7UL  
At the beginning of your upkeep, you may lose 1 verse counter on Midsummer Revel. Sacrifice Midsummer Revel: Put X 3/3 green Beast creature tokens into play, where X is the number of verse counters on Midsummer Revel.

**Might of Oaks** INS R \*\*\* 7UL  
Target creature gets +1/+1 until end of turn.

**Might Weaver** SC R \*\*\* 7UL  
Target red or white creature gains trample until end of turn. 2/1.

**Mindbender Spores** SC R \*\*\* 7UL  
Flying. Whenever Mindbender Spores blocks a creature, put four fungus counters on that creature. The creature gains "This creature doesn't untap during your untap step. It has a fungus counter on it." and "At the beginning of your upkeep, remove a fungus counter from this creature." 2/1.

**Mirri, Cat Warrior** SL R \*\*\* 7UL  
Forestwalk. Attacking doesn't cause Mirri, Cat Warrior to tap. 2/3.

**Mirri's Guide** EN R \*\*\* 7UL  
At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

**Mirrorwalk Trefoil** SC U \*\*\* 7UL  
The next time damage would be dealt to Mirrorwalk Trefoil this turn, that damage is dealt to target creature or player instead. 2/4.

**Molimo, Maro-Sorcerer** SL R \*\*\* 7UL  
Tramp. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control. 7-.

**Momentum** EC U \*\*\* 7UL  
At the beginning of your upkeep, you may put a growth counter on Momentum. Enchanted creature gets +1/+1 for each growth counter on Momentum.

**Monogrel Pack** SC R \*\*\* 7UL  
When Monogrel Pack is put into a graveyard from play during combat, put four 1/1 green Hound creature tokens into play. 4/1.

**Monstrous Growth** SC R \*\*\* 7UL  
Target creature gets +4/+4 until end of turn.

**Mortal Wound** SC R \*\*\* 7UL  
When enchanted creature is dealt damage, destroy enchanted creature.

**Moss Monster** SC C \*\*\* 7UL  
3/6.

**Mossdog** SC C \*\*\* 7UL  
Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.

**Mtenda Lion** SC C \*\*\* 7UL  
Whenever Mtenda Lion attacks, the defending player may pay 4. If that player does, prevent all combat damage that would be dealt by Mtenda Lion this turn. 2/1.

**Mulch** SC R \*\*\* 7UL  
Reveal the top four cards of your library. Put all land cards revealed this way into your hand and all other cards revealed this way into your graveyard.

**Multani, Maro-Sorcerer** SL R \*\*\* 7UL  
Multani, Maro-Sorcerer can't be the target of spells or abilities. Multani's power and toughness are each equal to the total number of cards in all players' hands.

**Multani's Acolyte** SC R \*\*\* 7UL  
Ench. When Multani's Acolyte comes into play, draw a card. 2/1.

**Multani's Decree** SC R \*\*\* 7UL  
Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.

**Multani's Harmony** EC U \*\*\* 7UL  
Enchanted creature has "Add one mana of any one color to your mana pool."

**Multani's Presence** EN U \*\*\* 7UL  
Whenever a spell you played is countered, draw a card.

**Mungira Wurm** SC R \*\*\* 7UL  
You can't untap more than one land during your untap step. 5/5.

**Muscle Slicer** SC C \*\*\* 7UL  
All Slicers get +1/+1. 1/1.

**Mwouvol Ooze** SC R \*\*\* 7UL  
Cumulative upkeep 4. Mwouvol Ooze's power and toughness are each equal to 1 plus its last paid cumulative upkeep. 1/+1.

**Nafs Asp** SC R \*\*\* 7UL  
Whenever Nafs Asp deals damage to a player, Nafs Asp deals 1 damage to that player at the beginning of his next draw step unless he pays 4 before then. 1/1.

**Natural Affinity** INS R \*\*\* 7UL  
All lands become 2/2 creatures until end of turn. They're still lands.

**Natural Balance** SC R \*\*\* 7UL  
Each player who controls six or more lands sacrifices all lands he controls except for five. Each player who controls four, or fewer lands may search his library for basic lands and cards to bring his land total to five and put them into play. Then each player who searched his library this way shuffles it.

**Natural Order** SC R \*\*\* 7UL  
As an additional cost to play Natural Order, sacrifice a green creature. Search your library for a green creature card and put that card into play. Then shuffle your library.

**Natural Selection** SC R \*\*\* 7UL  
Look at the top three cards of any player's library and put them back in any order. You may have that player shuffle his library.

**Natural Spring** SC C \*\*\* 7UL  
Target player gains 8 life.

**Nature's Chosen** SC U \*\*\* 7UL  
Nature's Chosen can enchant only a creature you control.

**Nature's Gift** SC U \*\*\* 7UL  
Untap enchanted creature. Play this ability only during your turn and only once each turn. Untap enchanted creature. Untap target artifact creature, or. Play this ability only if enchanted creature is white and untapped, and only once each turn.

**Nature's Kiss** EC C \*\*\* 7UL  
Remove the top card in your graveyard from the game.

**Nature's Lore** SC R \*\*\* 7UL  
Enchanted creature gets +1/+1 until end of turn.

**Nature's Lure** SC R \*\*\* 7UL  
Search your library for a forest card and put that card into play. Then shuffle your library.

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**Nature's Resurgence** SC R \*\*\* 7UL  
Each player draws a card for each creature card in his graveyard.

**Nature's Revolt** EN R \*\*\* 7UL  
All lands are 2/2 creatures that are still lands.

**Nature's Wrath** EN R \*\*\* 7UL  
At the beginning of your upkeep, sacrifice Nature's Wrath unless you pay 4. Whenever a player puts a swamp or blue permanent into play, he sacrifices a swamp or blue permanent. Whenever a player puts an island or blue permanent into play, he sacrifices an island or blue permanent.

**Needle Storm** SC R \*\*\* 7UL  
Needle Storm deals 4 damage to each creature with flying.

**Nemata, Grove Guardian** SL R \*\*\* 7UL  
Put a 1/1 green Saproling creature token into play. Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn. 4/5.

**Nesting Wurm** SC U \*\*\* 7UL  
Trample. When Nesting Wurm comes into play, you may search your library for up to three cards named Nesting Wurm, reveal them, and put them into your hand. If you do, shuffle your library. 4/3.

**Nettletooth Djinn** SC U \*\*\* 7UL  
At the beginning of your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.

**Niall Silvain** SC R \*\*\* 7UL  
Regenerate target creature. 2/2.

**Night Soil** EN C \*\*\* 7UL  
Remove two creature cards in a single graveyard.

## KILLER COMBOS

If you would be dealt damage, put that many delay counters on Delaying Shield instead.

At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 4.

Buyback (3) (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Return target permanent to owner's hand.

from the game: Put a 1/1 green Saproling creature token into play.

**Nomadic Elf** SC C \*\*\* 7UL  
Add one mana of any color to your mana pool. 2/2.

**Nurturing Lizard** SC U \*\*\* 7UL  
Nurturing Lizard loses all abilities and becomes an enchantment. Enchant target creature with Nurturing Lizard. If Nurturing Lizard enchants a creature, you may pay 4 to end of this effect. 1/1.

**Oath of Druids** EN R \*\*\* 7UL  
At the beginning of each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from the top of his library until he reveals a creature card. The player puts that creature into play and all other cards revealed this way into his graveyard.

**Overgrowth** EL C \*\*\* 7UL  
Whenever enchanted land is tapped for mana, its controller adds 4 to his mana pool.

**Overland Terrain** EN R \*\*\* 7UL  
As Overland Terrain comes into play, sacrifice all lands you control. Lands you control have "Add two mana of any one color to your mana pool."

**Overrun** SC U \*\*\* 7UL  
Creatures you control get +3/+3 and gain trample until end of turn.

**Pack Hunt** SC R \*\*\* 7UL  
Search your library for up to three cards with the same name as target creature, reveal them, and put them into your hand. Then shuffle your library.

**Pale Bears** SC R \*\*\* 7UL  
Islandwalk. 2/2.

**Pangosaur** SC R \*\*\* 7UL  
Whenever a player plays a land, return Pangosaur to its owner's hand. 5/5.

**Panther Warriors** SC C \*\*\* 7UL  
3/3.

**Patron of Rebirth** EC R \*\*\* 7UL  
When enchanted creature is put into a graveyard from play, that creature's controller may search his library for a creature card and put that card into play. If that player does, he then shuffles his library.

**Penumbra Bobcat** SC C \*\*\* 7UL  
When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play. 2/1.

**Penumbra Kavu** SC U \*\*\* 7UL  
When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play. 3/3.

**Penumbra Wurm** SC R \*\*\* 7UL  
Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play. 6/6.

**People of the Woods** SC U \*\*\* 7UL  
People of the Woods's toughness is equal to the number of forests you control. 1-.

**Pincer Spider** SC C \*\*\* 7UL  
In

NAME KIND CR PR COST SETS

Kicker. Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it. 2/3.

**Pincer Beetles** SC C \*\*\* 7UL  
Pincer beetles can't be the target of spells or abilities. 3/1.

**Pixie Queen** SC R \*\*\* 7UL  
Flying. Target creature gains flying until end of turn. 1/1.

**Planeswalker's Favor** EN R \*\*\* 7UL  
Target opponent reveals a card at random from his or her hand. Target creature gets +X/+X until end of turn where X is the revealed card's converted mana cost.

**Plated Rootwala** SC C \*\*\* 7UL  
Plated Rootwala gets +3/+3 until end of turn. Play this ability only once each turn. 3/3.

**Plated Spider** SC C \*\*\* 7UL  
Plated Spider may block as though it had flying. 4/4.

**Plow Under** SC R \*\*\* 7UL  
Put two target lands on top of that owner's library.

**Pouncing Jaguar** SC C \*\*\* 7UL  
Echo. 2/2.

**Powerleech** EN U \*\*\* 7UL  
Whenever an artifact becomes tapped or an opponent plays an activated ability of an artifact requiring 4 in its activation cost, you gain 1 life.

**Pradesh Bypass** SC C \*\*\* 7UL  
Target creature gets -2/-0 until end of turn. 1/1.

**Predatory Hunger** EC C \*\*\* 7UL  
Whenever an opponent plays a creature spell, put a +1/+1

## KILLER COMBOS

Buyback (3) (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Return target permanent to owner's hand.

counter on enchanted creature.

**Preferred Selection** EN R \*\*\* 7UL  
At the beginning of your draw step, look at the top two cards of your library and choose one. You may sacrifice Preferred Selection and pay 4. If you do, draw the chosen card. If you don't, put that card on the bottom of your library.

**Pride of Lions** SC U \*\*\* 7UL  
You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked. 4/4.

**Priest of Titania** SC C \*\*\* 7UL  
Add 4 to your mana pool for each Elf in play. 1/1.

**Primeval Growth** SC R \*\*\* 7UL  
Kicker—Sacrifice a creature. Search your library for a basic land card, put that card into play then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play then shuffle your library.

**Primeval Order** EN R \*\*\* 7UL  
At the beginning of each player's upkeep, Prime Order deals damage to that player equal to the number of nonbasic lands he controls.

**Primeval Rage** EN R \*\*\* 7UL  
Creatures you control have trample.

**Provoke** INS C \*\*\* 7UL  
Untap target creature you don't control. That creature blocks this turn if able. Draw a card.

**Pulse of Llanowar** EN U \*\*\* 7UL  
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

**Pygmy Allosaurus** SC R \*\*\* 7UL  
Swampwalk. 2/2.

**Pygmy Kavu** SC C \*\*\* 7UL  
When Pygmy Kavu comes into play, draw a card for each blocked creature your opponents control. 1/2.

**Pygmy Razorback** SC C \*\*\* 7UL  
Trample. 2/1.

**Pygmy Troll** SC C \*\*\* 7UL  
Whenever Pygmy Troll becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. Regenerate Pygmy Troll. 1/1.

**Pykrite** SC C \*\*\* 7UL  
When Pykrite comes into play, draw a card at the beginning of the next turn's upkeep. 1/1.

**Quirion Druid** SC R \*\*\* 7UL  
Target, and becomes a 2/2 green creature that's still a land. 1/2.

**Quirion Dryad** SC R \*\*\* 7UL  
Whenever you play a white, black, or red spell, put a +1/+1 counter on Quirion Dryad. 1/1.

**Quirion Elves** SC C \*\*\* 7UL  
As Quirion Elves comes into play, choose a color. Add 4 to your mana pool. Add one mana of the chosen color to your mana pool. 1/1.

**Quirion Explorer** SC C \*\*\* 7UL  
Add to your mana pool one mana of any color that a land an opponent controls could produce. 1/1.

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**Quirion Ranger** SC C \*\*\* 7UL  
Return a forest you control to its owner's hand. Untap target creature. Play this ability only once each turn. 1/1.

**Quirion Sentinel** SC C \*\*\* 7UL  
When Quirion Sentinel comes into play, add one mana of any color to your mana pool. 2/1.

**Quirion Trailblazer** SC C \*\*\* 7UL  
When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library. 1/2.

**Rabid Wolverines** SC C \*\*\* 7UL  
Whenever Rabid Wolverines becomes blocked, it gets +1/+1 until end of turn for each creature blocked. 4/4.

**Rabid Wombat** SC R \*\*\* 7UL  
Attacking doesn't cause Rabid Wombat to tap. Rabid Wombat gets +2/+2 for each artifact creature enchanting it. 0/1.

**Radian Spirit** SC U \*\*\* 7UL  
Target creature loses flying until end of turn. 3/2.

**Rampant Growth** SC R \*\*\* 7UL  
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

**Rancor** EC C \*\*\* 7UL  
Enchanted creature gets +2/+2 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

**Reality Anchor** SC R \*\*\* 7UL  
Target creature loses shadow until end of turn. Draw a card.

**Reap** INS U \*\*\* 7UL  
Return any number of target cards from your graveyard to your hand. You can't choose more cards than the number of black permanents your opponents control.

**Rebirth** SC R \*\*\* 7UL  
Remove Rabrith from your deck before playing it. If you're not playing for ante, each player may ante the top card of his library. If a player does, his life total is reset to 20.

**Reclaim** INS C \*\*\* 7UL  
Put target card from your graveyard on top of your library.

**Recycle** EN R \*\*\* 7UL  
Skip your draw step. Whenever you play a card, draw a card. At the end of your turn, discard all but two cards from your hand.

**Redwood Trefoil** SC C \*\*\* 7UL  
3/6.

**Refreshing Rain** INS U \*\*\* 7UL  
If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost. Target player gains 8 life.

**Regeneration** EC C \*\*\* 7UL  
Regenerate enchanted creature. Also in IA.MG.

**Regrowth** SC R \*\*\* 7UL  
Return target card from your graveyard to your hand.

**Reinforcements** INS U \*\*\* 7UL  
When target creature is put into a graveyard to play under a creature card from that graveyard to play under the control of that creature's owner.

**Rejuvenate** SC R \*\*\* 7UL  
You gain 6 life. Cycling. 2/2.

**Renewal** SC R \*\*\* 7UL  
As an additional cost to play Renewal, sacrifice a land. Search your library for a basic land card and put that card into play. Then shuffle your library. Draw a card at the beginning of the next turn's upkeep.

**Repopulate** INS C \*\*\* 7UL  
Shuffle all creature cards from target player's graveyard into that player's library. Cycling. 1/1.

**Respite** INS C \*\*\* 7UL  
Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature.

**Restock** SC R \*\*\* 7UL  
Return two target cards from your graveyard to your hand. Remove Restock from the game.

**Reusculata** SC C \*\*\* 7UL  
Unit end of turn, creatures you control gain "Regenerate this creature."

**Retaliation** EN L \*\*\* 7UL  
Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

**Revelation** SC R \*\*\* 7UL  
All players play with their hands revealed.

**Reverent Silence** SC C \*\*\* 7UL  
If you control a forest, you may have each other player gain 5 life instead of playing Reverent Silence's mana cost. Destroy all enchantments.

**Rhox** SC R \*\*\* 7UL  
Return target green card from your graveyard to your hand.

**Rhox** SC R \*\*\* 7UL  
You may have Rhox deal combat damage to defending player as though it weren't blocked. Regenerate Rhox. 5/5.

**Ribb** SC C \*\*\* 7UL  
Ribb Spide Spider may block as though it had flying. 1/4.

**Rime Dryad** SC C \*\*\* 7UL  
Forestwalk. 1/2.

**Ritual of Subdual** EN R \*\*\* 7UL  
Cumulative upkeep 4. If tapped for mana, lands produce colorless mana instead of their normal type.

**River Bear** SC R \*\*\* 7UL  
Islandwalk. Regenerate River Bear. 2/1.

**Rollos, Llanowar Elf** SC R \*\*\* 7UL  
Add one green mana to your mana pool for each forest you control. 2/1.

**Rollos's Gift** SC R \*\*\* 7UL  
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

**Rogue Elephant** SC C \*\*\* 7UL  
When Rogue Elephant comes into play, sacrifice it unless you sacrifice a forest. 3/3.

**Road Gate** EN U \*\*\* 7UL  
Monocolors don't untap during their controllers' untap steps.

**Road Greivil** SC C \*\*\* 7UL  
Sacrifice Road Greivil. Destroy all enchantments of the color of your choice. 2/3.

**Road Maze** EN R \*\*\* 7UL  
Artifacts and lands come into play tapped.

**Road Spider** SC R \*\*\* 7UL  
Whenever Road Spider becomes blocked, it gets +1/+0 and gains first strike until end of turn. 2/2.

**Rootbreaker Wurm** SC C \*\*\* 7UL  
Trample. 6/6.

**Rooting Kavu** SC L \*\*\* 7UL  
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from your mana. If you do, shuffle all creature cards from your graveyard into your library. 4/3.

**Roots** EC U \*\*\* 7UL  
Roots can enchant only a creature without flying. When Roots comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.



# MAGIC

## The Gathering

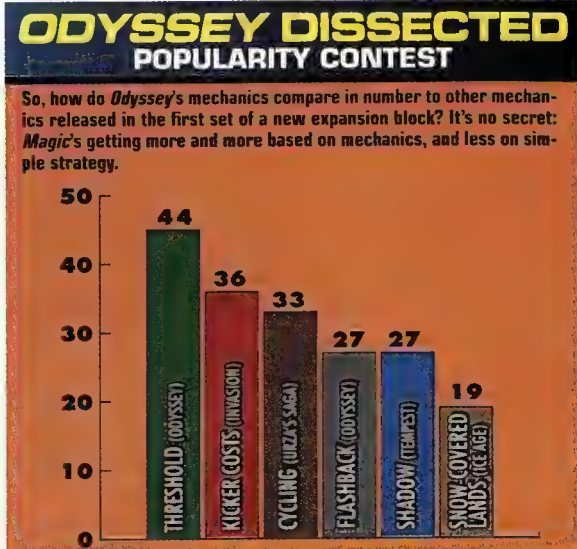
### Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Roots of Life</b>	EN	U	...	...	MG
As Roots of Life comes into play, choose islands or swamps. Whenever a land of the chosen type an opponent controls becomes tapped, you gain 1 life.					
<b>Rootswalk</b>	C	...	...	...	TM
Rootswalk gets +2/+2 until end of turn. Play this ability only once each turn, 2/2.					
<b>Rootwater Alligator</b>	SC	C	...	...	EX
Sacrifice a forest: Regenerate Rootwater Alligator. 3/2.					
<b>Rowen</b>	EN	R	...	...	6.7VS
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.					
<b>Rushwood Dryad</b>	SC	G	...	...	MM
Forestwalk. 2/1.					
<b>Rushwood Elemental</b>	SC	R	...	...	MM
Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental. 4/4.					
<b>Rushwood Herbalist</b>	SC	C	...	...	MM
Discard a card from your hand: Regenerate target creature. 2/2.					
<b>Rushwood Legate</b>	SC	U	...	...	MM
If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost. 2/1.					
<b>Rur</b>	INS	C	...	...	LG
Counter target activated ability of an artifact.					
<b>Rysorian Badger</b>	SC	R	...	...	HL
Whenever Rysorian Badger attacks and isn't blocked, you may remove up to two target creature cards in defending player's graveyard from the game. If you do, you gain 1 life for each card removed this way and Rysorian Badger deals no combat damage this turn. 2/2.					
<b>Saber Ants</b>	SC	U	...	...	MM
Whenever Saber Ants is dealt damage, you may put that many 1/1 green insect creature tokens into play. 2/3.					
<b>Sabertooth Cobra</b>	SC	G	...	...	MG
Whenever Sabertooth Cobra deals damage to a player, he gets a poison counter. That player gets another poison counter at the beginning of his next upkeep unless he pays before that turn to prevent this effect. 2/2.					
<b>Sacred Prey</b>	SC	C	...	...	MM
When Sacred Prey becomes blocked, you gain 1 life. 1/1.					
<b>Sandstorm</b>	INS	C	...	...	4.6AN MG
Sandstorm deals 1 damage to each attacking creature.					
<b>Saproling Burst</b>	EN	R	...	...	...
Fading. 7. Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst." When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.					
<b>Saproling Cluster</b>	SC	R	...	...	NE
Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.					
<b>Saproling Infestation</b>	EN	R	...	...	IN
Whenever a player plays a dicker cost, you put a 1/1 green Saproling creature token into play.					
<b>Saproling Symbiosis</b>	SC	R	...	...	IN
You may cast Saproling Symbiosis any time you could play an instant. 4 you pay more to play it. Put a 1/1 green Saproling creature token into play for each creature you control.					
<b>Savage Elves</b>	SC	C	...	...	DK
Destroy target artifact land. 1/1.					
<b>Savage Gorrilla</b>	SC	R	...	...	AP
Sacrifice Savage Gorrilla: Target creature gets -3/-3 until end of turn. Draw a card. 3/3.					
<b>Scalid Wurm</b>	SC	G	...	...	5.6JA
7/6.					
<b>Scarwood Bandits</b>	SC	R	...	...	DK
Forestwalk. 4/4. Gain control of target artifact until Scarwood Bandits leaves play. Target artifact pays 2/2.					
<b>Scarwood Hag</b>	SC	U	...	...	DK
Target creature loses forestwalk until end of turn. 1/1.					
<b>Scavenger Folk</b>	SC	U	...	...	5.7CHDK
Sacrifice Scavenger Folk: Destroy target artifact. 1/1.					
<b>Scout of Ivy</b>	INS	C	...	...	UD
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way. 1/1.					
<b>Scouting Trek</b>	SC	U	...	...	IN
Search your library for any number of basic land cards, reveal them and set them aside. Shuffle your library. Then put those cards on top of it in any order.					
<b>Scrognoth</b>	SC	U	...	...	3/4
Scrognoth can't be countered. Protection from blue. 3/4.					
<b>Serpy Spires</b>	SC	G	...	...	6.1UR4.5
Yield. 1/1.					
<b>Seal of Strength</b>	EN	C	...	...	NE
Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.					
<b>Seedling Charm</b>	INS	C	...	...	MG
Choose one—Return target enchant creature to its owner's hand, or regenerate target green creature, or target creature gains a +1/+1 until end of turn.					
<b>Seeds of Innocence</b>	SC	R	...	...	MM
Destroy all artifacts. The controller of each artifact destroyed this way gains 1 life equal to its converted mana cost.					
<b>Seeker of Skyreach</b>	SC	C	...	...	7TM
Untap target creature. 2/1.					
<b>Serene Heart</b>	INS	C	...	...	MG
Destroy all local enchantments.					
<b>Serpentine Kavu</b>	SC	C	...	...	IN
Serpentine Kavu gains haste until end of turn. 4/4.					
<b>Shambler Strider</b>	SC	C	...	...	5A
Striding Strider gets +1/+1 until end of turn. 5/5.					
<b>Shandor Dryads</b>	SC	C	...	...	6.1UR4.5, 6.7

NAME	KIND	CR	PR	COST	SETS
<b>Forestwalk 1/1.</b>	SC	C	...	...	LG
<b>Shokin Brownie</b>	SC	C	...	...	5HL
Target creature loses bands with other until end of turn. 1/1.					
<b>Shrink</b>	INS	C	...	...	UL
Target creature gets -3/-3 until end of turn.					
<b>Shik Net</b>	INS	C	...	...	UL
Target creature gets +1/+1 and may block as though it had flying until end of turn.					
<b>Silt Crawler</b>	SC	C	...	...	PY
When Silt Crawler comes into play tap all lands you control. 3/3.					
<b>Silverglade Elemental</b>	SC	C	...	...	MM
When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library. 4/4.					
<b>Silverglade Pathfinder</b>	SC	U	...	...	MM
Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. 1/1.					
<b>Simian Grunts</b>	SC	C	...	...	UL
You may play Simian Grunts any time you could play an instant. Echo. 3/4.					
<b>Singing Tree</b>	SC	R	...	...	AN
Target attacking creature gets -X/-0 until end of turn, where X is its power. 0/3.					
<b>Skyhroud Archer</b>	SC	C	...	...	SH

NAME	KIND	CR	PR	COST	SETS
<b>attacking. X is the number of snow-covered lands defending player controls. Otherwise, X is the number of snow-covered lands enchanted creature's controller controls. If this would reduce the creature's toughness to less than 0, reduce the creature's toughness to 1 instead.</b>	EN	U	...	...	EX
<b>Song of Serenity</b>	EN	U	...	...	EX
Enchanted creatures can't attack or block.					
<b>Spectral Bears</b>	SC	U	...	...	HL
Whenever Spectral Bears attacks, if defending player controls no black cards, it doesn't untap during your next untap step. 3/3.					
<b>Spider Climb</b>	SC	C	...	...	VS
You may play Spider Climb any time you could play an instant. If it was played any time a sorcery could have been played, sacrifice it at end of turn. Enchanted creature gets +0/+3 and may block as though it had flying.					
<b>Spiderfolk Armor</b>	SC	C	...	...	MM
Creatures you control get +0/+1 and may block as though they had flying.					
<b>Spike Breeder</b>	SC	R	...	...	SH
Spike Breeder comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Breeder: Put a 1/1 green Saproling creature token into play. 0/0.					
<b>Spike Colony</b>	SC	C	...	...	SH
Spike Colony comes into play with four +1/+1 counters on it.					

NAME	KIND	CR	PR	COST	SETS
<b>Splintering Wind</b>	EN	C	...	...	AI
Splintering Wind deals 1 damage to target creature. Put a 1/1 green Splinter token into play that has flying and "Cumulative upkeep." Whenever a Splinter token leaves play, the token deals 1 damage to you, and to each creature you control.					
<b>Spontaneous Generation</b>	SC	R	...	...	MM
Put a 1/1 green Saproling creature token into play for each creature in your hand.					
<b>Spoils Cloud</b>	INS	C	...	...	FE
Tap all blocking creatures. Prevent all combat damage that would be dealt this turn. Attacking and blocking creatures can't untap during this controller's next untap steps.					
<b>Spoils Flower</b>	SC	U	...	...	FE
At the beginning of your upkeep, put a spare counter on Spoils Flower. Remove three spare counters from Spoils Flower. Prevent all combat damage that would be dealt this turn. 0/1.					
<b>Spoils Frog</b>	SC	C	...	...	PY
Sacrifice Spoils Frog: Prevent all combat damage that would be dealt this turn. 1/1.					
<b>Sporogenesis</b>	EN	R	...	...	UZ
At the beginning of your upkeep, you may put a fungus counter on target noncreature creature. Whenever a creature is put into a graveyard, put a 1/1 green Saproling creature token into play for each fungus counter on that creature. When Sporogenesis leaves play, remove all fungus counters from all creatures.					
<b>Spreading Algae</b>	EL	U	...	...	UZ
Spreading Algae can anchor only a swamp. When an enchanted land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand.					
<b>Squall</b>	SC	C	...	...	7MM
Squall deals 2 damage to each creature with flying.					
<b>Squallmonger</b>	SC	U	...	...	MM
Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability. 3/3.					
<b>Squirm Wrangler</b>	SC	C	...	...	PY
Sacrifice a land: Put two 1/1 green Squirm creature tokens into play. Sacrifice a land: Add a Squirm to a +1/+1 until end of turn. 2/2.					
<b>Stalking Tiger</b>	SC	C	...	...	6MG
Stalking Tiger can't be blocked by more than one creature. 3/3.					
<b>Stamina</b>	EN	U	...	...	MM
Attacking doesn't cause enchanted creature to tap. Sacrifice Stamina: Regenerate enchanted creature.					
<b>Stomped</b>	INS	R	...	...	5JA
Attacking creatures get +1/+4 and gain trample until end of turn.					
<b>Stomped Driver</b>	SC	U	...	...	NE
Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn. 1/1.					
<b>Stompeding Wildhearts</b>	SC	U	...	...	VS
Trample. At the beginning of your upkeep, return a green creature you control to its owner's hand. 5/5.					
<b>Stone Kavu</b>	SC	C	...	...	PS
Stone Kavu gets +1/+1 until end of turn. 3/3.					
<b>Storm Front</b>	EN	U	...	...	TM
Tap target creature with flying.					
<b>Storm Seeker</b>	INS	U	...	...	CHLG
Storm Seeker deals X damage to target player, where X is the number of cards in his hand.					
<b>Stream of Life</b>	SC	C	...	...	6.1UR4.5, 6.7
Target player gains X life.					
<b>Strength of Night</b>	INS	C	...	...	AP
Kicker: Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.					
<b>Striped Bears</b>	SC	C	...	...	WL
When Striped Bears comes into play draw a card. 2/2.					
<b>Strutted Growth</b>	SC	R	...	...	IA
Target player chooses three cards from his hand and puts them on top of his library in any order.					
<b>Subdue</b>	INS	C	...	...	LG
Prevent all combat damage that would be dealt by target creature this turn. That creature gets +0/+X until end of turn, where X is its converted mana cost.					
<b>Sulim Djinn</b>	SC	U	...	...	IN
Trample. Sulim Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common. 5/6.					
<b>Summer Breeze</b>	SC	C	...	...	6VS
You may cast up to three additional lands this turn.					
<b>Superior Numbers</b>	SC	U	...	...	MG
Superior Numbers deals 1 target creature damage equal to the number of creatures you control in excess of the number of creatures that creature's controller controls.					
<b>Survival of the Fittest</b>	SC	R	...	...	EX
Discard a creature card from your hand. Search your library for a creature card, reveal that card, and put it on top of your hand. Then shuffle your library.					
<b>Sustenance</b>	EN	U	...	...	MM
Sacrifice a land. Target creature gets +1/+1 until end of turn.					
<b>Sylvan Hierophant</b>	SC	U	...	...	WL
When Sylvan Hierophant is put into a graveyard from play, remove Sylvan Hierophant from the game, then return target creature card from your graveyard to your hand. 1/2.					
<b>Sylvan Librarian</b>	EN	R	...	...	4.5LG
At the beginning of your draw step, you may draw two cards, then choose two cards in your hand drawn this turn. For each of the chosen cards, play it if the card is a spell or a creature card, or put the card back on top of your library.					
<b>Sylvan Messenger</b>	SC	U	...	...	AP
Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all EFC cards revealed this way into your hand and the rest on the bottom of your library. 2/2.					
<b>Sylvan Paradise</b>	INS	U	...	...	LG
Any number of target creatures become green until end of turn.					
<b>Symbiosis</b>	INS	C	...	...	UZ
Two target creatures each get +2/+2 until end of turn.					
<b>Symbiotic Deployment</b>	EN	R	...	...	AP
Skip your draw step. Tap two untapped creatures you control. Draw a card.					
<b>Tangle</b>	INS	U	...	...	IN
Prevent all combat damage that would be dealt this turn. Attacking creatures don't untap during their controllers' next untap steps.					



<p>Target creature with flying gets 1/-1 until end of turn. 1/1.</p> <p><b>Skyhroud Behemoth</b> SC R • • • • NE</p> <p>Fading. 2. Skyhroud Behemoth comes into play tapped. 10/10.</p> <p><b>Skyhroud Blessing</b> INS U • • • • PS</p> <p>Lenses can't be the targets of spells or abilities this turn.</p> <p>Draw a card.</p> <p><b>Skyhroud Claim</b> SOR C • • • • NE</p> <p>Search your library for up to two forest cards and put them into play. Then shuffle your library.</p> <p><b>Skyhroud Cull</b> SC R • • • • NE</p> <p>If you control a forest, you may each other player gain 5 life instead of paying Skyhroud Cull's mana cost. 2/2.</p> <p><b>Skyhroud Elf</b> SC C • • • • 1/1</p> <p>Add to your mana pool. Add or to your mana pool. 1/1.</p> <p><b>Skyhroud Elite</b> SC U • • • • EX</p> <p>Skyhroud Elite gets +1/+2 as long as an opponent controls a creature and 1/1.</p> <p><b>Skyhroud Explorer</b> SC R • • • • NE</p> <p>Search your library for an Elf card and put that card into play. Then shuffle your library. 2/2.</p> <p><b>Skyhroud Ranger</b> SC C • • • • TM</p> <p>Put a card and card from your hand into play. Play this ability only one time you could play a sorcery. 1/1.</p> <p><b>Skyhroud Hawkback</b> SC C • • • • 1/1</p> <p>Ends 2.</p> <p><b>Skyhroud Sentinel</b> SC C • • • • NF</p> <p>When Skyhroud Sentinel comes into play, you may search your library for up to three cards named Skyhroud Sentinel, reveal them, and put them into your hand. If you do, shuffle your library. 1/1.</p> <p><b>Skyhroud Troll</b> SC C • • • • SH</p> <p>Regenerate Skyhroud Troll. 3/3.</p> <p><b>Skyhroud Weaver</b> SC C • • • • SH</p> <p>Add to your mana pool. 3/3.</p> <p><b>Skyhroud War Beast</b> SC R • • • • EX</p> <p>Temple. As Skyhroud War Beast comes into play, choose an opponent. Skyhroud War Beast's power and toughness are each equal to the number of nonbasic lands the chosen player controls. 1/1.</p> <p><b>Snag</b> INS U • • • • PY</p> <p>You may discard a forest from your hand instead of paying Snag's mana cost. Prevent all combat damage that would be dealt by unblocked creatures this turn.</p> <p><b>Snake Pit</b> EN U • • • • MM</p> <p>Whenever an opponent plays a blue or black spell, put a 1/1 green Snake creature token into play.</p> <p><b>Snorting Bark</b> SC C • • • • MM</p> <p>Whenever Snorting Bark becomes blocked, it gets +2/+2 and end of turn. 3/3.</p> <p><b>Snoring</b> SC R • • • • IA</p> <p>Enchanted creature gets -1/-1. If enchanted creature is </p>	<p>Remove a +1/+1 counter from Spike Coercer. Put a -1/-1 counter on targeted creature. 0/0.</p> <p><b>Spike Drone</b> SC C • • • • TM</p> <p>Spike Drone comes into play with a +1/+1 counter on it.</p> <p>Remove a +1/+1 counter from Spike Drone. Put a +1/+1 counter on targeted creature. 0/0.</p> <p><b>Spike Feeder</b> SC U • • • • SH</p> <p>Spike Feeder comes into play with two +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Feeder. Put a +1/+1 counter on targeted creature. Remove a +1/+1 counter from Spike Feeder's gain 2 life. 0/0.</p> <p><b>Spike Hatcher</b> SC R • • • • EX</p> <p>Spike Hatcher comes into play with six +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Hatcher. Put a +1/+1 counter on targeted creature.</p> <p>Remove a +1/+1 counter from Spike Hatcher. Regenerate Spike Hatcher. 0/0.</p> <p><b>Spike Rogue</b> SC U • • • • EX</p> <p>Spike Rogue comes into play with two +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on targeted creature.</p> <p>Remove a +1/+1 counter from a creature you control. Put a +1/+1 counter on Spike Rogue. 0/0.</p> <p><b>Spike Soldier</b> SC U • • • • SH</p> <p>Spike Soldier comes into play with three +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Soldier. Put a +1/+1 counter on targeted creature. Remove a +1/+1 counter from Spike Soldier. Spike Soldier gets +2/+2 until end of turn. 0/0.</p> <p><b>Spike Weaver</b> SC R • • • • EX</p> <p>Spike Weaver comes into play with three +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Weaver. Put a +1/+1 counter on targeted creature.</p> <p>Remove a +1/+1 counter from Spike Weaver. Prevent all combat damage that would be dealt this turn. 0/0.</p> <p><b>Spike Worker</b> SC U • • • • SH</p> <p>Spike Worker comes into play with two +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from Spike Worker. Put a +1/+1 counter on targeted creature. 0/0.</p> <p><b>Spined Wurm</b> SC C • • • • 7SH</p> <p>5/4.</p> <p><b>Spitting Slug</b> SC U • • • • DM</p> <p>Spitting Slug gains first strike until end of turn.</p> <p>Whenever Spitting Slug blocks or becomes blocked by a creature, Spitting Slug doesn't have first strike that creature gains first strike until end of turn. 2/4.</p> <p><b>Spitting Spider</b> SC U • • • • PY</p> <p>Spitting Spider may block as though it had flying. Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying. 3/5.</p> <p><b>Spinteer</b> SOR U • • • • EX</p> <p>Remove target artifact from the game. Search your controller's graveyard and hand and draw all cards with that name that are as that artifact and remove them from the game. The player then shuffles his library.</p>
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NAME	KIND	CR	PR	COST	SETS
<b>Tarpan</b>	SC	C	..	●	5IA
When Tarpan is put into a graveyard from play, you gain 1 life. 1/1.					
<b>Taste of Paradise</b>	SDR	C	...	●	AI
As an additional cost to play Taste of Paradise, you may pay ● any number of times. You gain 3 life plus an additional 3 life for each additional ● you paid.					
<b>Taunting Elf</b>	SC	C	...	●	UD
All creatures able to block Taunting Elf do so. 0/1.					
<b>Tempting Lizard</b>	SC	U	...	●	SH
● Tempting Lizard loses all abilities and becomes an enchanted creature that gains ●. All creatures able to block enchanted creatures do so. Enchant target creature with Tempting Lizard. If Tempting Lizard enchants a creature, you may pay ● to end this effect. 2/2.					
<b>Thallid</b>	SC	C	...	●	FE
At the beginning of your upkeep, put a spore counter on Thallid. Remove three spore counters from Thallid. Put a 1/1 green Saproling creature token into play. 1/1.					
<b>Thallid Devourer</b>	SC	U	...	●	FE
At the beginning of your upkeep, put a spore counter on Thallid Devourer. Remove three spore counters from Thallid Devourer. Put a 1/1 green Saproling creature token into play. Sacrifice a Saproling. Thallid Devourer gets +1/+2 until end of turn. 2/2.					
<b>Thelon's Chant</b>	EN	U	...	●	FE
At the beginning of your upkeep, sacrifice Thelon's Chant unless you pay ●. Whenever a player puts a swamp into play, Thelon's Chant deals 3 damage to that player unless he puts a 1/1 counter on a creature he controls.					
<b>Thelon's Curse</b>	EN	R	...	●	FE
Blue creatures don't untap during their controllers' untap steps. Blue creatures have ●. Untap this creature. Play this ability only during your upkeep and only once each upkeep.					
<b>Thelonite Druid</b>	SC	U	...	●	FE
● Sacrifice a creature. Until end of turn, all forests you control become 2/3 creatures that are still lands. 1/1.					
<b>Thelonite Monk</b>	SC	R	...	●	FE
● Sacrifice a green creature. Target land becomes a basic forest. 1/2.					
<b>Thermokarst</b>	SDR	U	...	●	IA
Destroy target land. If it's a snow-covered land, you gain 1 life.					
<b>Thicket Basilisk</b>	SC	...	...	●	LUR4,5,6
Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 2/4.					
<b>Thicket Elemental</b>	SC	R	...	●	IN
Kicker ●. When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library. 4/4.					
<b>Thorn Elemental</b>	SC	R	...	●	ZUD
Thorn Elemental may deal its combat damage to defending a player as though it weren't blocked. 2/7.					
<b>Thorn Thallid</b>	SC	C	...	●	FE
At the beginning of your upkeep, put a spore counter on Thorn Thallid. Remove three spore counters from Thorn Thallid. Thorn Thallid deals 1 damage to target creature or player. 2/2.					
<b>Thornscape Apprentice</b>	SC	C	...	●	IN
● Tap target creature. ● Target creature gains first strike until end of turn. 1/1.					
<b>Thornscape Battlemage</b>	SC	U	...	●	PS
Kicker ● and/or ●. When Thornscape Battlemage comes					

NAME	KIND	CR	PR	COST	SETS
Into play, if you paid the ● kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the ● kicker cost, destroy target artifact. 2/2.					
<b>Thornscape Familiar</b>	SC	C	...	●	PS
Red spells and white spells you play cost ● less to play. 2/1.					
<b>Thornscape Master</b>	SC	R	...	●	IN
● Thornscape Master deals 2 damage to target creature. ● Target creature gains protection from the color of your choice until end of turn. 2/2.					
<b>Thoughtsteel</b>	EN	U	...	●	ZIA
Whenever an island controlled by an opponent becomes tapped, you gain 1 life.					
<b>Thrasher Beast</b>	SC	C	...	●	PY
Whenever Thrasher Beast becomes blocked, defending player sacrifices a land. 4/4.					
<b>Thrive</b>	SC	C	...	●	PY
Put a 1/1-1/1 counter on each of X target creatures.					
<b>Tiger Claw</b>	EC	C	...	●	MM
You may play Tiger Claws any time you could play an instant. Enchanted creature gets +1/+1 and has trample. Banning. 1/1.					
<b>Timber Wolves</b>	SC	R	...	●	LUR4
<b>Tinder Wall</b>	SC	C	...	●	IA
Sacrifice Tinder Wall. Add ● to your mana pool. Sacrifice Tinder Wall. Tinder Wall deals 2 damage to target creature. T blocking. 0/3.					
<b>Titania's Boon</b>	SDR	U	...	●	UZ
Put a 1/1-1/1 counter on each creature you control.					
<b>Titania's Chosen</b>	SC	U	...	●	UZ
Whenever a player plays a green spell, put a 1/1+1 counter on Titania's Chosen. 1/1.					
<b>Titania's Song</b>	EN	U	...	●	R4,5,6Q
Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.					
<b>Tornado</b>	EN	R	...	●	AI
Cumulative upkeep ●. Pay 3 life for each velocity counter on Tornado. Destroy target permanent and put a velocity counter on Tornado. Play this ability only once each turn.					
<b>Touch of Vitae</b>	INS	U	...	●	IA
Target creature gains haste and ●. Untap this creature. Play this ability only once. Until end of turn, draw a card at the beginning of the next turn's upkeep.					
<b>Tracker</b>	SC	R	...	●	DK
● Tracker deals damage equal to its power to target creature. That creature deals damage equal to its power to Tracker. 2/2.					
<b>Trailblazer</b>	INS	R	...	●	IA
Target creature is unblockable this turn.					
<b>Trained Armadon</b>	SC	C	...	●	6,7,MM
3/3.					
<b>Tranquil Domain</b>	INS	C	...	●	MG
Destroy all global enchantments.					
<b>Tranquil Grove</b>	EN	R	...	●	6,WL
● Destroy all other enchantments.					
<b>Tranquil Path</b>	SDR	C	...	●	AP
Destroy all enchantments. Draw a card.					
<b>Tranquility</b>	SDR	C	...	●	LUR4,5,6,7
Destroy all enchantments. Also in TMM,MM,IN.					
<b>Treetop Healer</b>	SC	U	...	●	IN
● Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/3.					
<b>Treetop Mystic</b>	SC	C	...	●	UL

NAME	KIND	CR	PR	COST	SETS
Whenever a creature blocks or becomes blocked by Treetop Mystic, destroy all enchantments on that creature. 2/4.					
<b>Treetop Seedlings</b>	SC	U	...	●	ZUZ
Treetop Seedlings's toughness is equal to the number of forests you control. 2/7.					
<b>Treetop Bracers</b>	EC	C	...	●	NE
Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.					
<b>Treetop Rangers</b>	SC	C	...	●	UZ
Treetop Rangers can't be blocked except by creatures with flying. 2/2.					
<b>Tropical Storm</b>	SDR	U	...	●	MG
Tropical Storm deals X damage to each creature with flying and 1 additional damage to each blue creature.					
<b>Trumpeting Armadon</b>	SC	U	...	●	TM
● Target creature blocks Trumpeting Armadon this turn if able. 3/3.					
<b>Tsunami</b>	SDR	U	...	●	LUR4,5
Destroy all islands.					
<b>Typhoon</b>	SDR	R	...	●	LG
Typhoon deals damage to each opponent equal to the number of islands that player controls.					
<b>Uktabi Elfreet</b>	SC	C	...	●	WL
Cumulative upkeep ●. 5/4.					
<b>Uktabi Faerie</b>	SC	C	...	●	MG
Flying. ● Sacrifice Uktabi Faerie. Destroy target artifact. 1/1.					
<b>Uktabi Orangutan</b>	SC	U	...	●	6,VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.					
<b>Uktabi Wildcats</b>	SC	R	...	●	6,7,MG
Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ● Sacrifice a forest. Regenerate Uktabi Wildcats. */.					
<b>Undergrowth</b>	INS	C	...	●	AI
As an additional cost to pay Undergrowth, you may pay ●. Prevent all combat damage that would be dealt this turn if you paid its additional cost. Undergrowth doesn't affect red creatures.					
<b>Unseen Walker</b>	SC	U	...	●	6,MM
Forestwalk. ● Target creature gains forestwalk until end of turn. 1/1.					
<b>Untamed Wilds</b>	SDR	U	...	●	4,5,6,7,LG
Search your library for a basic land card and put that card into play. Then shuffle your library.					
<b>Unyarn Bee Sting</b>	SDR	U	...	●	MG
Unyarn Bee Sting deals 2 damage to target creature or player.					
<b>Urborg Elf</b>	SC	C	...	●	AP
● Add ● or ● to your mana pool. 1/1.					
<b>Utopia Tree</b>	SC	R	...	●	IN
● Add one mana of any color to your mana pool. 0/2.					
<b>Venom</b>	EC	C	...	●	4,5,DK
Whenever enchanted creature blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.					
<b>Venomous Breath</b>	INS	U	...	●	IA,MM
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.					
<b>Venomous Dragonfly</b>	SC	C	...	●	MM
Flying. Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat. 1/1.					
<b>Venomous Fangs</b>	EC	C	...	●	UZ
Whenever enchanted creature deals damage to a creature, destroy that creature.					
<b>Verdant Field</b>	EL	U	...	●	PY
Enchanted land has ●. Target creature gets +1/+1 until end of turn.					

NAME	KIND	CR	PR	COST	SETS
<b>Verdant Force</b>	SC	R	...	●	TM
At the beginning of each player's upkeep, you put a 1/1 green Saproling creature token into play under your control. 7/7.					
<b>Verdant Touch</b>	SDR	R	...	●	SH
Byback ●. Target land becomes a 2/2 creature that's still a land.					
<b>Verdloth the Ancient</b>	SL	R	...	●	IN
Kicker ●. All other Treetop and all Saprolings get +1/+1. When Verdloth the Ancient comes into play, if you paid the kicker cost, put a 1/1 green Saproling creature token into play. 4/7.					
<b>Verdigris</b>	INS	U	...	●	TM
Destroy target artifact.					
<b>Verduran Emissary</b>	SC	U	...	●	IN
Kicker ●. When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated. 2/3.					
<b>Verduran Enchantress</b>	SC	R	...	●	LUR4,5,6,7
Whenever you play an enchantment spell, you may draw a card. 0/2.					
<b>Verduran Bloom</b>	EN	R	...	●	ZUZ
Whenever a forest is tapped for mana, its controller adds ● to his mana pool.					
<b>Verduran Equinox</b>	EN	R	...	●	MM
Any player may play creature and enchantment spells any time he could play an instant.					
<b>Veteran Explorer</b>	SC	U	...	●	WL
When Veteran Explorer is put into a graveyard from play, each player may search his library for up to two basic land cards and put them into play. Then each player who searched his library shuffles it. 1/1.					
<b>Vigorous Charge</b>	INS	C	...	●	IN
Kicker ●. Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.					
<b>Village Elder</b>	SC	C	...	●	MG
● Sacrifice a forest. Regenerate target creature. 1/1.					
<b>Vine Dryad</b>	SC	R	...	●	MM
Forestwalk. You may play Vine Dryad any time you could play an instant. You may remove a green card in your hand from the game instead of paying Vine Dryad's mana cost. 1/3.					
<b>Vine Trellis</b>	SC	C	...	●	MM
Add one green mana to your mana pool. 0/4.					
<b>Vintara Elephant</b>	SC	C	...	●	PY
Trample. ● Vintara Elephant loses trample until end of turn. Any player may pay this ability. 4/3.					
<b>Vintara Snapper</b>	SC	U	...	●	PY
Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands. 2/2.					
<b>Vitalize</b>	INS	C	...	●	6,WL
Untap all creatures you control.					
<b>Vitalizing Wind</b>	INS	R	...	●	PY
Creatures you control get +7/+7 until end of turn. Play this ability only any time you could play a sorcery.					
<b>Waiting in the Woods</b>	SDR	R	...	●	6,MM
Each player puts a 1/1 green Cat creature token into play for each untapped forest he controls.					
<b>Wall of Blossoms</b>	SC	U	...	●	SH
When Wall of Blossoms comes into play, draw a card. 0/4.					
<b>Wall of Brambles</b>	SC	U	...	●	LUR4,5
● Regenerate Wall of Brambles. 2/3.					
<b>Wall of Ice</b>	SC	U	...	●	LUR4
0/7.					
<b>Wall of Pine Needles</b>	SC	U	...	●	IA

## LETHAL DECKS FOR STANDARD MAGIC TOURNEYS

# Killer Decks

## Dead to Rites

It's been a while since a card made discarding one's own hand worthwhile. Those days are back again for red decks, only instead of the recurring damage of Cursed Scroll, *Odyssey* gives us the cheapest mass creature pumper-upper *Magie's* ever seen. Prepare for your Rites Of Initiation.

**HOW IT BEATS YOU:** By tossing out quick, unblockable creatures like blue's *Escape Artist* and white's *Beloved Chaplain*, then pumping them to the hilt with *Rites*, which gives each of your creatures +1/+0 until end of turn for each card you chuck at random from your hand. OK, so the *Rites* don't give the trample bonus of *Overrun*, but the goal here's to strike before your foe can blink.

Card drawing power provided by *Concentrate* and *Standstill* lets you keep your hand size high, ensuring maximum damage when you're ready for Initiation. A handful of counters also aid the cause, providing board control and helping back up the *Rites*.

The deck's got some other tricks, too. *Pardic Firecats* give a surprise attack, then inflate your *Flame Bursts* when they hit the grave. *Deluge* helps keep enemy threats grounded while you prepare for the kill. **HOW TO SIDEBEARD:** You've gotta sneak that *Rites* through a wall of counters, or keep your *Rites*-ed creatures alive and in play to win. Hence more countering—especially *Divert*—in the sideboard's a no brainer. *Price Of Glory's* a great time-buyer against control as well.



BLITZKRIEGS POP Rites kills your opponent so fast, he'll scream.

## the deck

- |                 |                       |
|-----------------|-----------------------|
| <b>BLUE</b>     | 4 Rites Of Initiation |
| 2 Concentrate   |                       |
| 3 Deluge        |                       |
| 4 Escape Artist |                       |
| 4 Standstill    |                       |
| 4 Syncopate     |                       |
| <b>RED</b>      |                       |



# MAGIC The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
Regenerate Wall of Pine Needles 3/3	SC	U	---	---	---
Wall of Roots	SC	C	---	---	MG
Put a +0/-1 counter on Wall of Roots. Add +1 to your mana pool. Play this ability only once each turn. 0/5					
Wall of Wood	SC	C	---	---	LUR4
0/3					
Destroy target blue or black creature with flying	SOR	U	---	---	IN
Wandering Stream	SOR	C	---	---	IN
You gain 2 life for each basic land type among lands you control.					
Wanderlust	EC	U	---	---	LUR4.5
At the beginning of the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to him.					
War Dance	EN	U	---	---	UZ
At the beginning of your upkeep, you may put a versa counter on War Dance. Sacrifice War Dance: target creature gets -X/+X until end of turn, where X is the number of versa counters on War Dance.					
War Mammoth	SC	C	---	---	LUR4.5
Trample 3/3					
Warthog	SC	C	---	---	EVS
Swampwalk 3/2					
Weatherseed Elf	SC	C	---	---	UL
Target creature gains forestwalk until end of turn. 1/1					
Weatherseed Treelink	SC	R	---	---	UL
Trample. When Weatherseed Treelink is put into a graveyard from play, return Weatherseed Treelink to its owner's hand. 5/3					
Web	EC	R	---	---	LUR4
Enchanted creature gets +0/+2 and may block as though it had flying.					
Whip Sisk	EC	C	---	---	IN
Enchanted creature may block as though it had flying. Return Whip Sisk to its owner's hand.					
Whip Vine	SC	C	---	---	AI
Whip Vine may block as though it had flying. You may choose not to untap Whip Vine during your untap step. 1/4					
Whisperwill	SC	U	---	---	DK
Target creature can't be regenerated this turn. Effects that would prevent damage from being dealt to that creature are ignored. When the creature is put into a graveyard this turn, remove the creature from game. 1/1					
Whirling Dervish	SC	U	---	---	4.5LG
Protection from black. Whenever Whirling Dervish deals damage to an opponent, put a -1/-1 counter on it at end of turn. 1/1					
Whirlwind	SOR	R	---	---	UZ
Destroy all creatures with flying.					
Whitout	INS	U	---	---	IA
At creature's loss flying until end of turn. Sacrifice a snow-covered land. Return Whitout to your hand. Play this ability only if Whitout is in your graveyard.					
Wifredo	SC	R	---	---	IA
Wifredo comes into play with six +1/+1 counters on it. At the beginning of your upkeep, put a +1/+1 counter on Wifredo if it has blocked or been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it. 0/0					
Wild Dogs	SC	C	---	---	UZ
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Cycling 2/1					
Wild Elephant	SC	C	---	---	MG
Trample 3/3					
Wild Growth	EL	C	---	---	LUR4.5.6.7IA
Whenever enchanted land is tapped for mana, its controller adds +1 to his mana pool.					
Wild Mammoth	SC	U	---	---	NE
At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth. 3/4					
Wild Night	INS	C	---	---	PY
Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player dies.					
Willow Faerie	SC	C	---	---	HL
Flying 1/2					
Willow Priestess	SC	R	---	---	HL
Put a Faerie card from your hand into play. Target green creature gains protection from black until end of turn. 2/2					
Willow Satyr	SC	R	---	---	LG
You may choose not to untap Willow Satyr during your untap step. Gain control of target Legend creature as long as you control Willow Satyr and Willow Satyr remains tapped. 1/1					
Wind Shear	INS	U	---	---	VS
Attacking creatures with flying get -2/-2 and lose flying until end of turn.					
Winding Willm	SC	C	---	---	UZ
Flying 5/5					
Wing Snare	SOR	U	---	---	ZUL
Destroy target creature with flying.					
Wing Storm	SOR	U	---	---	PY
Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.					
Winter Blast	SOR	U	---	---	4.5LG
Tap X target creatures. Winter Blast deals 2 damage to each of those creatures that have flying.					
Winter's Grasp	SOR	U	---	---	TM
Destroy target land.					
Wolverine Pack	SC	C	---	---	5LG
Rampage 2/2/4					
Wood Elemental	SC	R	---	---	LG
As Wood Elemental comes into play, sacrifice any number of untapped forests you control. Wood Elemental comes into play with a +1/+1 counter for each forest sacrificed this way. 0/0					
Wood Elves	SC	C	---	---	TEX
When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library. 1/1					

NAME	KIND	CR	PR	COST	SETS
Woodrigger	SC	U	---	---	NE
Fading 3					
Remove a fade counter from Woodrigger: Destroy target artifact. 4/6					
Woolly Mammoths	SC	C	---	---	IA
Woolly Mammoths has trample as long as you control a snow-covered and 3/2					
Woolly Spider	SC	C	---	---	IA
Woolly Spider may block as though it had flying. Whenever Woolly Spider blocks a creature with flying, Woolly Spider gets +0/-2 until end of turn. 2/3					
Worldly Tutor	INS	U	---	---	6MG
Search your library for a creature card and reveal that card. Shuffle your library. Then put the revealed card back on top of it.					
Wormwood Treelink	SC	R	---	---	DK
Wormwood Treelink gains forestwalk until end of turn and deals 2 damage to you. 4/4					
Wormwood Treelink gains swampwalk until end of turn and deals 2 damage to you. 4/4					
Wyluli Wolf	SC	R	---	---	5.6AN
Target creature gets +1/-1 until end of turn. 1/1					
Yavimaya Ancients	SC	C	---	---	AI
Yavimaya Ancients gets +1/-2 until end of turn. 2/1					
Yavimaya Anis	SC	C	---	---	AI
Haste. Cumu alive upkeep. 5/1					
Yavimaya Elder	SC	U	---	---	UD
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal					

## STUMPEPERS

**Q: How does Mirari work with split cards?**

**A: With the exception of targets, Mirari copies all choices that were made when the spell was announced. Thus, the copy produced by Mirari must be the same half of the split card. Model spells—those that contain the phrase "Choose one"—also work the same way. However, if the spell requires you to make a choice or payment on resolution, as in the case of *Wish Out* or *Taizo's Decree*, that choice won't be copied.**

Whenever you play an instant or sorcery spell, you may pay 8. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

"It offers you what you want, not what you need."

—Brands, demenza summoner

Bliss, Demenza's Gratitude

them and put them into your hand. If you do, shuffle your library. Sacrifice Yavimaya Elder. Draw a card. 2/1

**Yavimaya Enchantress** SC U --- 4.5LG

Yavimaya Enchantress gets +1/+1 for each enchantment in play. 2/2

**Yavimaya Gnats** SC U --- 4.5LG

Flying. Regenerate Yavimaya Gnats. 0/1

**Yavimaya Granger** SC C --- 4.5LG

Echo. When Yavimaya Granger comes into play, you may search your library for a basic and artifact card and put that card into play tapped. If you do, shuffle your library. 2/2

**Yavimaya Seism** SC C --- 4.5LG

Protection from artifacts. 4/4

**Yavimaya Wurm** SC C --- 4.5LG

Trample. 6/4

NAME	KIND	CR	PR	COST	SETS
Red	INS	C	---	---	UL
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power after its toughness is revealed and vice versa, this turn.					
Acidic Soil	SOR	U	---	---	UZ
Acidic Soil deals to each player damage equal to the number of lands he controls.					
Active Volcano	INS	C	---	---	CHLS
Choose one—Destroy target blue permanent; or return target island to its owner's hand.					
Arathi Berserker	SC	U	---	---	LG
Rampage 3/2/4					
Aether Flash	EN	U	---	---	6.7UL
Whenever a creature comes into play, Aether Flash deals 2 damage to it.					
Aether Sting	EN	U	---	---	UD
Whenever an opponent plays a creature spell, Aether Sting deals 1 damage to that player.					
Aftermath	SOR	C	---	---	TM
Destroy target artifact, creature, or land. Aftermath deals 3 damage to you.					
Agent of Stomgald	SC	C	---	---	AI
Add +1 to your mana pool. 1/1					
Aggression	EC	U	---	---	IA
Aggression can enchant only a non-Wall creature. Enchanted creature has first strike and trample. At the end of its controller's turn, destroy enchanted creature if it didn't attack this turn.					
Agility	EC	C	---	---	MG
Enchanted creature gets +1/+1 and has trample. 1/1					
Aladdin	SC	R	---	---	CHAN
Gain control of target artifact as long as you control Aladdin. 1/1					
Alatary	INS	U	---	---	MG
Play Alatary only during combat after blockers are declared. Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.					

NAME	KIND	CR	PR	COST	SETS
All Baba	SC	U	---	---	4AN
Tap target Wall. 1/1					
All from Cairo	SC	R	---	---	AN
Damage that would reduce your life total to less than 1 instead reduces it to 1. 0/1					
Alban's Tower	INS	C	---	---	HL
Target blocking creature gets +3/+1 until end of turn.					
Amibush	INS	C	---	---	HL
Blocking creatures gain first strike until end of turn.					
Amibush Party	SC	C	---	---	5HL
Haste. 3/1					
Anok	EN	R	---	---	SH
Discard a card at random from your hand. Put a +1/+1 counter on target creature.					
An-Zerlin Ruins	EN	R	---	---	HL
As An-Zerlin Ruins comes into play, choose a creature type. Creatures of the chosen type don't untap during your controller's untap steps.					
Anaba Ancestor	SC	R	---	---	HL
Target Minotaur gets +1/+1 until end of turn. 1/1					
Anaba Bodyguard	SC	C	---	---	6HL
First strike. 2/3					
Anaba Shaman	SC	C	---	---	6HL
Anaba Shaman deals 1 damage to target creature or player. 2/2					
Anaba Spirit Grifter	SC	R	---	---	HL
At Minotaur gets +1/+0. 1/3					
Anarchist	SC	C	---	---	EX.0D

NAME	KIND	CR	PR	COST	SETS
Baldurian Hydra	SC	R	---	---	IA
Baldurian Hydra comes into play with X +1/+0 counters on it. Remove a +1/+0 counter from Baldurian Hydra. Prevent the next 1 damage that would be dealt to Baldurian Hydra this turn. 0/0					
Baldurian Hydra	SC	C	---	---	AI
Haste. Rampage 1. 3/3					
Ball Lightning	SC	R	---	---	4.5DK
Haste. At end of turn, sacrifice Ball Lightning. 6/1					
Barbarian Guides	SC	C	---	---	IA
Target creature you control gains the snow cover landmark ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2					
Barbed Field	EL	U	---	---	PY
Enchanted land has "This land deals 1 damage to target creature or player."					
Barbed Silver	SC	U	---	---	TM
All Silvers have "This creature gets +1/+0 until end of turn. 2/2					
Barreling Attack	INS	R	---	---	MG
Target creature gets +1/+1 for each creature blocking it and gains trample until end of turn.					
Battle Frenzy	INS	C	---	---	IA
Green creatures you control get +1/+1 until end of turn. Nongreen creatures you control get +1/+0 until end of turn.					
Battle Mage	SC	C	---	---	MM
Target creature gains haste until end of turn. 1/3					
Battle Squadron	SC	R	---	---	MM
Flying. Battle Squadron's power and toughness are each equal to the number of creatures you control. 7/7					
Beasts of Bogardan	SC	---	---	---	CHLG
Protection from red. Beasts of Bogardan gets +1/+1 as long as an opponent controls a white card. 3/3					
Bedlam	EN	R	---	---	ZUZ
Creatures don't block.					
Bend or Break	SOR	R	---	---	IN
Each player separates all land cards he controls into two face-up piles for each player. An opponent chooses a pile. Destroy all lands in the chosen piles. Tap all lands in the other piles.					
Betrayal	EC	C	---	---	AI
When Betrayal Fury comes into play, draw a card at the beginning of the next turn's upkeep. Whenever enchanted creature becomes blocked, it gets +4/+4 and gains trample until end of turn.					
Betrothed of Fire	EC	C	---	---	WL
Sacrifice an untapped creature. Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature. Creatures you control get +2/+0 until end of turn.					
Bird Maiden	SC	C	---	---	4.5AN
Flying. 1/2					
Blaster Mage	SC	C	---	---	MM
Discard a card from your hand. Destroy target Wall. 2/2					
Blaze	SOR	U	---	---	6.7
B-azo deals X damage to target creature or player.					
Blazing Effigy	SC	C	---	---	LG
When Blazing Effigy is put into a graveyard from play, Blazing Effigy deals X damage to target creature, where X is 3 plus the amount of damage dealt to it this turn by other Blazing Effigies. 0/3					
Blind Fury	INS	U	---	---	MG
If a creature would deal combat damage to a creature this turn, it deals double that damage instead. All creatures lose trample until end of turn.					
Blistering Barrier	SC	C	---	---	MG
5/2					
Blood Frenzy	INS	C	---	---	TM
Target attacking or blocking creature gets +4/+0 until end of turn. Destroy that creature. 3/3					
Blood Hunt	SC	R	---	---	MM
Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hunt. At the end of your turn, remove all +1/+1 counters from Blood Hunt. 1/1					
Blood Lust	INS	C	---	---	4.5LG
Target creature gets +4/+4 until end of turn. If this would reduce that creature's toughness to less than 1, it reduces it to 1 instead.					
Blood Moon	EN	R	---	---	CHLG
Nonbasic lands are mountains.					
Blood Bath	INS	R	---	---	MM
Choose a card type. Target opponent reveals his hand. Blood Bath deals 3 damage to that player for each card of the chosen type revealed this way.					
Bloodfire Colossus	SC	R	---	---	AP
Sacrifice Bloodfire Colossus. Bloodfire Colossus deals 6 damage to each creature and each player. 6/6					
Bloodfire Dwarf	SC	C	---	---	AP
Sacrifice Bloodfire Dwarf. Bloodfire Dwarf deals 1 damage to each creature without flying. 1/1					
Bloodfire Infusion	EC	C	---	---	AP
Bloodfire Infusion can enchant only a creature you control. Sacrifice enchanted creature. Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.					
Bloodfire Kavu	SC	U	---	---	AP
Sacrifice Bloodfire Kavu. Bloodfire Kavu deals 2 damage to each creature. 2/2					
Bloodrock Cyclops	SC	C	---	---	WL
Bloodrock Cyclops attacks each player if able. 3/3					
Bloodshot Cyclops	SC	R	---	---	ZUD
Sacrifice a creature. Bloodshot Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power. 4/4					
Bogardan Firefiend	SC	C	---	---	WL
When Bogardan Firefiend is put into a graveyard from play, it deals 2 damage to target creature. 2/1					
Bogardan Phoenix	SC	R	---	---	VS
Flying. When Bogardan Phoenix is put into a graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it. If Bogardan Phoenix would be put into a graveyard from play and has a death counter on it, remove it from the game instead. 3/3					
Bol	INS	U	---	---	5.7TM
Destroy all islands.					
Botting Blood	INS	C	---	---	WL
Target creature attacks this turn if able. Draw a card.					
Bola Warrior	SC	C	---	---	NE
Discard a card from your hand. Target creature can't block this turn. 1/1					
Bone Shaman	SC	C	---	---	IA
Until end of turn, Bone Shaman gains "Creatures deal					

**MAGIC FACT** Magic printing sheets often contain an extra filler card with either a single black border, a completely black back or a large "M" on it.

## MAGIC DATA

	C-COMMON	U-UNCOMMON	R-RARE
ARTIFACT	●	●	●
BLACK	●	●	●
BLUE	●	●	●
GOLD	●	●	●
GREEN	●	●	●
RED	●	●	●
WHITE	●	●	●
LAND	●	●	●

<b>ART</b> Artifact	<b>EC</b> Enchant Creature	<b>EW</b> Enchant World	<b>LAN</b> Land	<b>SL</b> Summon Legend
<b>AC</b> Artifact Creature	<b>EL</b> Enchant Land	<b>INS</b> Instant	<b>LL</b> Legendary Land	<b>SOR</b> Sorcery
<b>EA</b> Enchant Artifact	<b>EN</b> Enchantment	<b>LA</b> Legendary Artifact	<b>SC</b> Summon Creature	<b>SP</b> Split Card

Banned in Type 1 | Restricted in Type 1 | Banned in Extended | Banned in Block Format



NAME	KIND	CR	PR	COST	SETS
damage by Bone Shaman this turn can't be regenerated this turn 3/3.					
<b>Brand</b>	INS	R	••	••	U2
Can control of all permanents you own. Cycling.					
<b>Brand of Ill Omen</b>	EC	R	••	••	IA
Cumulative upkeep. Enchanted creature's controller can't play creature spells.					
<b>Branded Brawlers</b>	SC	C	•••	••	PY
Branded Brawlers can't attack if defending player controls an untapped land. Branded Brawlers can't block if you control an untapped land 2/2.					
<b>Brassclaw Orcs</b>	SC	C	••	••	5FE
Brassclaw Orcs can't block a creature with power 2 or greater 3/2.					
<b>Bravado</b>	EC	C	••	••	U2
Enchanted creature gets +1/+1 for each other creature you control.					
<b>Brawl</b>	INS	R	••	••	MM
Until end of turn, all creatures gain. This creature deals damage equal to its power to target creature.					
<b>Breath of Darigaaz</b>	SUR	U	•••	••	IN
Kicker. Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.					
<b>Brothers of Fire</b>	SC	C	••	••	4,5,OK
Brothers of Fire deals 1 damage to target creature and 1 damage to you, 2/2.					
<b>Brutal Suppression</b>	EN	U	••	••	PY
Rebuke. Activated abilities cost an additional "Sacrifice a land" to play.					
<b>Builder's Bane</b>	SOR	C	••	••	MG
Destroy X target artifacts. Builder's Bane deals to each player damage equal to the number of artifacts he controlled destroyed this way.					
<b>Bulwark</b>	EN	R	••	••	U2
At the beginning of your upkeep, Bulwark deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his hand.					
<b>Burning Palm Elfreet</b>	SC	U	••	••	MG
Burning Palm Elfreet deals 2 damage to target creature with flying and that creature loses flying until end of turn 2/2.					
<b>Burning Shield Asakari</b>	SC	C	••	••	MG
Flanking. Burning Shield Asakari gains first strike until end of turn 2/2.					
<b>Burnout</b>	INS	U	••	••	AI
Counter target instant spell if it is blue. Draw a card at the beginning of the next turn's upkeep.					
<b>Burrowing</b>					LUR4,6
Enchanted creature has mountainwalk.					
<b>Caldera Kavu</b>	SC	C	••	••	PS
Caldera Kavu gets +1/+1 until end of turn. Caldera Kavu becomes the color of your choice until end of turn 2/2.					
<b>Calloous Giant</b>	SC	R	••	••	IN
If a source would deal 3 damage or less to Calloous Giant, prevent that damage 4/4.					
<b>Canyon Drake</b>	SC	R	••	••	TM
Flying. Discard a card at random from your hand. Canyon Drake gets +2/+4 until end of turn 1/2.					
<b>Canyon Wildcat</b>	SC	C	••	••	TM
Mountainwalk 2/1.					
<b>Cave People</b>	SC	U	••	••	4,5,OK
Whenever Cave People attacks, it gets +1/2 until end of turn. Cave People's target creature gains mountainwalk until end of turn 1/4.					
<b>Cave Sense</b>	EC	C	••	••	MM
Enchanted creature gets +1/+1 and has mountainwalk.					
<b>Cave-In</b>	SOR	R	••	••	MM
You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. Cave-In deals 2 damage to each creature and each player.					
<b>Cavern Crawler</b>	SC	C	••	••	MM
Mountainwalk. Cavern Crawler gets +1/-1 until end of turn 3/3.					
<b>Caverns of Despair</b>	EW	R	••	••	LG
Players can't attack with more than two creatures each turn and can't block with more than two creatures each turn.					
<b>Ceremonial Guard</b>	SC	C	••	••	MM
When Ceremonial Guard attacks or blocks, destroy it at end of combat 3/4.					
<b>Chain Lightning</b>	SOR	C	••	••	LG
Whenever Chain Lightning deals damage to a creature or player that player or that creature's controller may pay. Chain Lightning deals 3 damage to target creature or player of his choice. Chain Lightning deals 3 damage to target creature or player.					
<b>Chandler</b>	SL	••	••	••	HL
Chandler's target creature gets +1/+1 until end of turn 3/3.					
<b>Chaos Charm</b>	INS	C	••	••	MG
Choose one—Destroy target Wall; or Chaos Charm deals 1 damage to target creature; or target creature gains haste until end of turn.					
<b>Chaos Harlequin</b>	SC	R	••	••	AI
Remove the top card of your library from the game. If that card is a land card, Chaos Harlequin gets 4/-0 until end of turn. Otherwise, Chaos Harlequin gets +2/+0 until end of turn 2/4.					
<b>Chaos Lord</b>	SC	R	••	••	IA
Haste. At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord. When Chaos Lord comes into play, it loses haste until end of turn 7/7.					
<b>Chaos Moon</b>	EN	R	••	••	IA
At the beginning of each player's upkeep, count the number of permanents. If the number is odd, until end of turn, red creatures get +1/+1 and whenever a player plays a mountain for mana, its controller adds a mountain to his mana pool. If the number is even, until end of turn, red creatures get -1/-1 and if a player plays a mountain for mana, it produces colorless mana instead of its normal type.					
<b>Chaoslace</b>	INS	R	••	••	LUR4
Change the color of target spell or target permanent to red.					
<b>Chaosphere</b>	SC	R	••	••	MG
Creatures with flying can't block creatures without flying. Creatures without flying may block as though they have flying.					
<b>Chaotic Goo</b>	SC	R	••	••	TM
Chaotic Goo comes into play with three +1/+1 counters on it. At the beginning of your upkeep, you may flip a counter. If you win the flip, add a +1/+1 counter to Chaotic Goo. If you lose the flip, remove a +1/+1 counter from Chaotic Goo 0/0.					
<b>Chaotic Strike</b>	INS	U	••	••	IN
Play Chaotic Strike only during combat after blockers are declared. Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. Draw a card.					
<b>Cinder Cloud</b>	INS	U	••	••	MG

NAME	KIND	CR	PR	COST	SETS
Destroy target creature. If a white creature is put into a graveyard this way, Cinder Cloud deals to that creature's controller damage equal to the creature's power.					
<b>Cinder Crawler</b>	SC	C	••	••	EX
Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked 1/2.					
<b>Cinder Elemental</b>	SC	U	••	••	MM
Sacrifice Cinder Elemental: Cinder Elemental deals 4 damage to target creature or player 2/2.					
<b>Cinder Giant</b>	SC	U	••	••	WL
At the beginning of your upkeep, Cinder Giant deals 2 damage to each other creature you control 5/3.					
<b>Cinder Seer</b>	SC	U	••	••	UD
Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way 1/1.					
<b>Cinder Wall</b>	SC	C	••	••	WL
When Cinder Wall blocks, destroy it at end of combat 3/3.					
<b>Citadel of Pain</b>	EN	U	••	••	PY
At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he controls.					
<b>Close Quarters</b>	EN	X	••	••	MM
Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.					
<b>Collapsing Borders</b>	EN	R	••	••	IN
At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he controls. Then Collapsing Borders deals 3 damage to him.					
<b>Colossal Vexing</b>	SC	C	••	••	UD
Mountainwalk. Colossal Vexing gets +1/+0 until end of turn 1/1.					
<b>Cone of Flame</b>	SOR	U	••	••	WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.					
<b>Conquer</b>	EL	U	••	••	5,6,IA
You control enchanted land.					
<b>Consuming Ferocity</b>	EC	U	••	••	MG

NAME	KIND	CR	PR	COST	SETS
<b>Course of Mart Laga</b>	EN	R	••	••	IA
When Course of Mart Laga comes into play, tap all islands. Islands don't untap during their controllers' untap steps.					
<b>Deadspout</b>	EN	R	••	••	PS
Sacrifice a Zombie: Deadspout deals 2 damage to target creature or player.					
<b>Deadshot</b>	SOR	R	••	••	TM
Tap target creature. It deals damage equal to its power to another target creature.					
<b>Death Spark</b>	INS	U	••	••	AI
Death Spark deals 1 damage to target creature or player. At the beginning of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay. If you do, return Death Spark to your hand.					
<b>Defender of Chaos</b>	SC	C	••	••	UL
You may play Defender of Chaos any time you could play an instant. Protection from white 2/1.					
<b>Desert Nomads</b>	SC	C	••	••	AM
Desert Nomads prevent all damage that would be dealt to Desert Nomads by Deserts 2/2.					
<b>Desolation Giant</b>	SC	R	••	••	AP
Kicker. When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead 3/3.					
<b>Destroyer's Gambit</b>	INS	U	••	••	WL
Choose a spell or permanent you control. The next time that source would deal damage this turn flip a coin. If you win the flip, double that damage. If you lose the flip, prevent the damage.					
<b>Destructive Urge</b>	EC	U	••	••	U2
Whenever enchanted creature deals combat damage to a player, that player sacrifices a land.					
<b>Delonate</b>	SOR	U	••	••	4,5,AD
Destroy target artifact with converted mana cost equal to X. It can't be regenerated. Delonate deals X damage to that artifact's controller.					
<b>Devastate</b>	SOR	C	••	••	PY
Destroy target land. Devastate deals 1 damage to each creature and each player.					

NAME	KIND	CR	PR	COST	SETS
<b>Dwarven Lieutenant</b>	SC	U	••	••	FE
Target Dwarf gets +1/+0 until end of turn 1/2.					
<b>Dwarven Miner</b>	SC	U	••	••	MG
Destroy target nonbasic land 1/2.					
<b>Dwarven Soldier</b>	SC	C	••	••	MG
Target creature with power 2 or less is unblockable this turn 1/1.					
<b>Dwarven Patrol</b>	SC	U	••	••	AP
Dwarven Patrol doesn't untap during your untap step. Whenever you play a nonred spell, untap Dwarven Patrol 4/2.					
<b>Dwarven Pivny</b>	SC	R	••	••	HL
Mountainwalk 1/1.					
<b>Dwarven Sea Clan</b>	SC	U	••	••	HL
At end of combat, Dwarven Sea Clan deals 2 damage to target attacking or blocking creature. Play this ability only if that creature's controller controls an island 1/1.					
<b>Dwarven Soldier</b>	SC	C	••	••	5FE
Whenever Dwarven Soldier blocks or becomes blocked by an orc, Dwarven Soldier gets +0/+2 until end of turn 2/1.					
<b>Dwarven Song</b>	INS	U	••	••	LG
Any number of target creatures become red until end of turn.					
<b>Dwarven Thaumaturgist</b>	SC	R	••	••	WL
Switch target creature's power and toughness until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn 1/2.					
<b>Dwarven Trader</b>	SC	C	••	••	HL
1/1.					
<b>Dwarven Vigilantes</b>	SC	C	••	••	VS
Whenever Dwarven Vigilantes attacks and isn't blocked, you may have it deal damage equal to its power to target creature. If you do, Dwarven Vigilantes deals no combat damage this turn.					
<b>Dwarven Warriors</b>	SC	C	••	••	LUR4,5
Target creature with power 2 or less is unblockable this turn 1/1.					
<b>Dwarven Weaponsmith</b>	SC	U	••	••	RAQ
Sacrifice an artifact. Put a +1/+1 counter on target creature. Play this ability only during your upkeep 1/1.					
<b>Earth Elemental</b>	SC	U	••	••	LUR4
4/5.					
<b>Earthbind</b>	EC	C	••	••	LUR
When Earthbind comes into play, if an enchanted creature has flying, Earthbind deals 2 damage to that creature and Earthbind gains "Enchanted creature loses flying."					
<b>Earthquake</b>	SOR	R	••	••	LUR4,5,6,7
Earthquake deals X damage to each creature without flying and each player.					
<b>Ekuudu Cyclops</b>	SC	C	••	••	MG
If a creature you control attacks, Ekuudu Cyclops also attacks if able 3/4.					
<b>Electrify</b>	SC	R	••	••	U2
Whenever Electrify deals combat damage to defending player, it deals damage equal to its power to each blocking creature 3/3.					
<b>Elkin Lair</b>	EW	R	••	••	VS
At the beginning of each player's upkeep, that player removes a card at random in his hand from the game. The player may play that card as though it weren't in his hand. At end of turn, if the player hasn't played the card, the player puts it into his graveyard.					
<b>Emberwilde Djinn</b>	SC	R	••	••	MG
Flying. At the beginning of each player's upkeep, that player may pay. If he does, the player gains control of Emberwilde Djinn 5/4.					
<b>Enraging Lizard</b>	SC	U	••	••	TM
Haste 1/1.					
<b>Enslaved Scout</b>	SC	C	••	••	AI
Mountainwalk 2/2.					
<b>Eron the Relentless</b>	SL	U	••	••	HL
Haste. Regenerate Eron the Relentless 5/2.					
<b>Errantry</b>	SC	C	••	••	5JA
Enchanted creature gets +3/+0 and can only attack black.					
<b>Eternal Flame</b>	SOR	R	••	••	OK
Eternal Flame deals to target opponent damage equal to the number of mountains you control. It deals half that damage, rounded up, to you.					
<b>Eternal Warrior</b>	EC	C	••	••	4,5,LG
Attached creature doesn't cause enchanted creature to tap.					
<b>Evaporate</b>	SOR	U	••	••	HL
Evaporate deals 1 damage to creature that's white or blue.					
<b>Falling Star</b>	SOR	R	••	••	LG
Flip Falling Star onto the playing area from a height of at least one foot. Falling Star deals 3 damage to each creature it lands on. Tap all creatures dealt damage by Falling Star. If Falling Star doesn't turn completely over at least once during the flip, it has no effect.					
<b>False Orders</b>	INS	C	••	••	LU
Play False Orders only after blockers are declared but before damage is assigned. Target creature defending player controls is blocked. Creatures that creature that creature had been blocking this combat are considered unblocked if no other creatures are blocking them. You may have the creature block an attacking creature of your choice.					
<b>Falter</b>	INS	C	••	••	U2
Creatures without flying can't block this turn.					
<b>Fanning Flames</b>	SOR	U	••	••	SH
Backlash. Fanning the Flames deals X damage to target creature or player.					
<b>Fault Line</b>	INS	R	••	••	U2
Fault Line deals X damage to each creature without flying and each player.					
<b>Fault Riders</b>	SC	C	••	••	PY
Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn 2/2.					
<b>Faint</b>	INS	C	••	••	LG
Tap all creatures blocking target attacking creature. Prevent all combat damage this turn that would be dealt by that creature and all creatures blocking it.					
<b>Fervor</b>	EN	R	••	••	6,7WL
Creatures you control have haste.					
<b>Fickle Effort</b>	SC	R	••	••	PY
Whenever Fickle Effort attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Effort 5/2.					
<b>Fiery Mantle</b>	EC	C	••	••	U2
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to its owner's hand. Enchanted creature gets +1/+0 until end of turn.					
<b>Fighting Chance</b>	INS	R	••	••	EX
For each blocking creature, flip a coin. If you win the flip, prevent all combat damage that would be dealt by that creature this turn.					
<b>Final Fortune</b>	INS	R	••	••	6,7MG
Take another turn after this one. At the end of that turn, you lose the game.					
<b>Fire Arts</b>	SC	U	••	••	U2
Fire Arts deals 1 damage to each other creature without flying 2/1.					

## KILLER COMBOS




**While not as cruel as the old Reins/After Of Dementia trick, this one still can ruin many a day. Steal all your foe's creatures for a turn, then sac the best to your Bone-wards. Want more fun? Toss Deserted Temple into the equation. Best of all, the Boneyard doesn't target, so even Iridescent Angel's not safe.**

Consuming Ferocity can enchant only a non Wall creature. Enchanted creature gets +1/+0. At the beginning of your upkeep, put a +1/+0 counter on enchanted creature. If enchanted creature has three or more +1/+0 counters on it, enchanted creature deals damage equal to its power to its controller, then destroy enchanted creature and it can't be regenerated.
<b>Convulsing Lizard</b> SC U •• •• SH
Convulsing Lizard loses all abilities and becomes an enchant creature that gains "Enchanted creature can't block." Enchant target creature with Convulsing Lizard. If Convulsing Lizard enchants a creature, you may pay to end the effect 2/2.
<b>Covetous Dragon</b> SC R ••• •• UD
Flying. When you control no artifacts, sacrifice Covetous Dragon 6/5.
<b>Crag Saurian</b> SC R •• •• MM
Whenever Crag Saurian is dealt damage, the controller of that damage's source gains control of Crag Saurian 4/4.
<b>Crash</b> INS C •• •• MM
You may sacrifice a mountain instead of paying Crash's mana cost. Destroy target artifact.
<b>Crater Hellion</b> SC R •• •• UZ
Echo. When Crater Hellion comes into play, it deals 4 damage to each other creature 6/6.
<b>Crawling Giant</b> SC C •• •• SH
Crawling Giant can't block 1/1.
<b>Crawspace</b> EN U • • •• LG
Creatures with mountainwalk may be blocked as though they didn't have mountainwalk.
<b>Crimson Helikite</b> SC R ••••• 6,7MG
Flying. Crimson Helikite deals X damage to target creature. Spend only red mana for X 6/6.
<b>Crimson Kobolds</b> SC C • • •• LG
This card is a red card 0/1.
<b>Crimson Manticores</b> SC R •• ••• 4,5,6
Flying. Crimson Manticores deals 1 damage to target attacking or blocking creature 2/2.
<b>Crimson Ruse</b> SC U • • •• MG
Flying. Whenever Crimson Ruse blocks a creature without flying, Crimson Ruse gets +1/+0 and gains first strike until end of turn 2/2.
<b>Crookshank Kobolds</b> SC C • • •• LG
This card is a red card 0/1.
<b>Crown of Flames</b> EC C • • •• TMJN
Enchanted creature gets +1/+0 until end of turn. Return Crown of Flames to its owner's hand.

<b>Disharmony</b> INS R •• •• LG
Play before defense is chosen. Untap target attacking creature. Gain control of that creature until end of turn.
<b>Disintegrate</b> SOR C •••• •• LUR4,5
Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.
<b>Disorder</b> SOR U • • •• 7UZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.
<b>Dizzying Gaze</b> EC C • • •• EX
D



# MAGIC The Gathering

## Players Guide

NAME KIND CR PR COST SETS

<b>Fire Drake</b>	SC	U	••	•••••	5.6LUR	4D
Flying. Fire Drake gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Fire Elemental</b>	SC	U	••	•••••	5.6LUR	4D
Flying. Fire Elemental gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Fire Whip</b>	EC	C	•••••	••	WL	
Fire Whip can enchant only a creature you control. Enchanted creature has +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Firestorm</b>	INS	R	•••••	••	WL	
As an additional cost to play Firestorm, discard X cards from your hand. Firestorm deals X damage to each of X target creatures and/or players.						
<b>Firestorm</b>	INS	R	•••••	••	WL	
As an additional cost to play Firestorm, discard X cards from your hand. Firestorm deals X damage to each of X target creatures and/or players.						
<b>Firestorm</b>	INS	R	•••••	••	WL	
As an additional cost to play Firestorm, discard X cards from your hand. Firestorm deals X damage to each of X target creatures and/or players.						
<b>Firestorm</b>	INS	R	•••••	••	WL	
As an additional cost to play Firestorm, discard X cards from your hand. Firestorm deals X damage to each of X target creatures and/or players.						
<b>Firestorm</b>	INS	R	•••••	••	WL	
As an additional cost to play Firestorm, discard X cards from your hand. Firestorm deals X damage to each of X target creatures and/or players.						

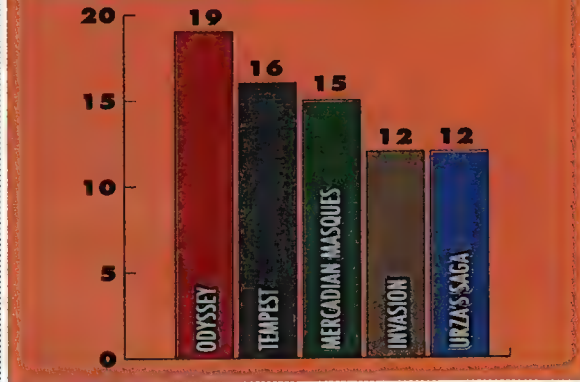
<b>Flameheart</b>	SC	U	••	•••••	5.6LUR	4D
Flying. Flameheart gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Flameheart</b>	SC	U	••	•••••	5.6LUR	4D
Flying. Flameheart gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Flameheart</b>	SC	U	••	••~	5.6LUR	4D
Flying. Flameheart gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Flameheart</b>	SC	U	••	••~	5.6LUR	4D
Flying. Flameheart gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						
<b>Flameheart</b>	SC	U	••	••~	5.6LUR	4D
Flying. Flameheart gets +1/+0 until end of turn. This ability can't be played more than once each turn. 1/2.						

<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						

<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						

## ODYSSEY DISSECTED LAND HO

For nonbasic lands, *Odyssey* shines above anything released in years. With 19 of 'em, the set promises many more uses for Back To Basics and Price Of Progress, not to mention good ol' mana versatility. Here's a comparison of nonbasic lands by set.



<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						

<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						

<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						
<b>Goblin Chariot</b>	SC	C	•••	••	FE	
Haste. 2/2.						

**MAGIC FACT** Ten unique Magic cards with a "DC" symbol were added to the card pool in the Sega Dreamcast Magic game. However, they don't exist outside the program.

**MAGIC DATA** C=COMMON U=UNCOMMON R=RARE

ART Artifact EC Enchant Creature EW Enchant World LAN Land SL Summon Legend  
AC Artifact Creature EL Enchant Land INS Instant LL Legendary Land SOR Sorcery  
EA Enchant Artifact EN Enchantment LMS Legendary Artifact SC Summon Creature SP Split Card



NAME	KIND	CR	PR	COST	SETS
turn, sacrifice Heart Wall. Play this ability only during combat. 2/2.					
<b>Hearth Charm</b>	INS	C	••	•	VS
Choose one—Destroy target artifact creature; or attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.					
<b>Heart of Battle</b>	EN	U	••	••	SH
Whenever a creature blocks, Heart of Battle deals 1 damage to that creature's controller.					
<b>Heart Ray</b>	INS	C	••	••	UZ
Heart Ray deals X damage to target creature.					
<b>Heart Stroke</b>	EN	R	••	••	WL
Whenever a creature blocks or becomes blocked, destroy it at end of combat.					
<b>Heart Wave</b>	EN	U	••	••	VS
Cumulative upkeep: • Blue creatures can't block creatures you control. Nonblue creatures can't block creatures you control unless their controller pays 1 life for each blocking creature he controls.					
<b>Hill Giant</b>	SC	C	•	••	LUR,4.5
3/3.					
<b>Hired Giant</b>	SC	U	•	••	NM
When Hired Giant comes into play, each other player may search his library for a land card, put that card into play, then shuffle that library. 4/4.					
<b>Hive of the Scare</b>	SL	R	••	••	MG
You may choose not to untap Hives of the Scare during your untap step. • Gain control of target Dragon as long as Hives remains tapped and as long as you control Hives. 3/4.					
<b>Hooded Kavu</b>	SC	C	••	••	IN
• Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures. 2/2.					
<b>Hulking Cyclops</b>	SC	U	••	••	6.VS
Hulking Cyclops can't block 5/5.					
<b>Hulking Ogre</b>	SC	C	••	••	UD
Hulking Ogre can't block 2/3.					
<b>Hurling Minotaur</b>	SC	C	•	••	LUR,4.5
2/3.					
<b>Hurlstone Shaman</b>	SC	U	•	••	WL
When Hurlstone Shaman is put into a graveyard from play, each player sacrifices a land. 2/3.					
<b>Hurr Jackal</b>	SC	C	•	••	4.AN
• Target creature can't be regenerated this turn. 1/1.					
<b>Hyperion Blacksmith</b>	SC	U	••	••	LG
• Tap or untap target artifact an opponent controls. 2/2.					
<b>Illitit Auction</b>	SC	R	••	••	6.MG
Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature.					
<b>Illuminate</b>	SC	R	••	••	AP
Kicker: •• and/or •• Illuminate deals X damage to target creature. If you paid the •• kicker cost, illuminate deals X damage to that creature's controller. If you paid the •• kicker cost, you draw X cards.					
<b>Immolation</b>	EC	C	••	••	4.LG
Enchanted creature gets +2/-2.					
<b>Impatience</b>	EN	R	••	••	ZUD
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him.					
<b>Impending Disaster</b>	EN	R	••	••	UL
At the beginning of your upkeep, if there are seven or more lands in play, sacrifice impending Disaster to destroy all lands.					
<b>Impulse</b>	SC	R	••	••	PS
Destroy target land. Draw a card.					

NAME	KIND	CR	PR	COST	SETS
<b>Imposing Visage</b>	EC	C	••	••	5.IA
Enchanted creature can't be blocked except by two or more creatures.					
<b>Incendiary</b>	EC	U	••	••	UD
At the beginning of your upkeep, you may put a fuse counter on Incendiary. When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.					
<b>Incorporate</b>	INS	C	••••	••	5.IA,6.MG
Incorporate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.					
<b>Inferno</b>	INS	R	••••	••	4.5,6.TDK
Inferno deals 6 damage to each creature and each player.					
<b>Inflame</b>	INS	C	••	••	PY
Inflame deals 2 damage to each creature dealt damage this turn.					
<b>Insolence</b>	EC	C	•	••	PS
Whenever enchanted creature becomes tapped, Insolence deals X damage to that creature's controller.					
<b>Invasion Plans</b>	EN	R	••	••	SH
All creatures block if able. Instead of the defending player, the attacking player chooses how each creature blocks.					
<b>Ironclaw Curse</b>	EC	R	••	••	5.HL
Enchanted creature gets -0/-1. Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness.					
<b>Ironclaw Dross</b>	SC	C	••	••	LUR,4.5
Ironclaw Dross can't block a creature with power 2 or greater. 2/2.					
<b>Jackal Pup</b>	SC	U	••••	••	TM
Whenever Jackal Pup is dealt damage, it deals that much damage to you. 2/1.					
<b>Jagged Lightning</b>	SC	R	••	••	UZ
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature.					
<b>Jokulhaups</b>	SC	R	••••	••	5,6.IA
Destroy all artifacts, creatures, and lands. They can't be regenerated.					
<b>Joven</b>	SL	C	••	••	HL
••••• Destroy target noncreature artifact. 3/3.					
<b>Kaervek's Torch</b>	SC	R	••	••	MG
While Kaervek's Torch is in the stack, spells that target it cost •• more to play. Kaervek's Torch deals X damage to target creature or player.					
<b>Karpisus Giant</b>	SC	U	••	••	IA
Tap an untapped snow-covered land you control: Karpisus Giant gets +1/+1 until end of turn. 3/3.					
<b>Karpisus Yeti</b>	SC	R	••	••	IA
Karpisus Yeti deals damage equal to its power to target creature. That creature deals damage equal to its power to Karpisus Yeti. 3/3.					
<b>Kavu Aggressor</b>	SC	C	••	••	IN
Kicker: •• Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it. 3/2.					
<b>Kavu Glider</b>	SC	C	••	••	AP
•• Kavu Glider gets +0/+1 until end of turn. •• Kavu Glider gains flying until end of turn. 2/1.					
<b>Kavu Monarch</b>	SC	R	••	••	IN
All Kavus have trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch. 3/3.					
<b>Kavu Recluse</b>	SC	C	••	••	PS
•• Target land becomes a forest until end of turn. 2/2.					
<b>Kavu Runner</b>	SC	U	••	••	IN
Kavu Runner has haste as long as no opponent controls a white or blue creature. 3/3.					

NAME	KIND	CR	PR	COST	SETS
<b>Kavu Scout</b>	SC	C	••	••	IN
Kavu Scout gets +1/+0 for each basic land type among lands you control. 0/2.					
<b>Keeper of Kookus</b>	SC	C	••••	••	VS
•• Keeper of Kookus gains protection from red until end of turn. 1/1.					
<b>Keeper of the Flame</b>	SC	U	••	••	EX
•• Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that player has more life than you. 1/2.					
<b>Keldon Aeronaut</b>	SC	U	•	••	PY
•• Sacrifice two lands: Destroy target land. 1/1.					
<b>Keldon Berserker</b>	SC	C	••	••	PY
Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn. 2/3.					
<b>Keldon Champion</b>	SC	U	••	••	UD
Haste. Echo. When Keldon Champion comes into play, it deals 3 damage to target player. 3/2.					
<b>Keldon Firebombers</b>	SC	R	••	••	PY
When Keldon Firebombers comes into play, each player sacrifices all lands he controls except for three. 3/3.					
<b>Keldon Mantle</b>	EC	C	••	••	PS
•• Regenerate enchanted creature. •• Enchanted creature gets +1/+0 until end of turn. •• Enchanted creature gains trample until end of turn.					
<b>Keldon Vandal</b>	SC	C	••••	••	UD
Echo. When Keldon Vandal comes into play, destroy target artifact. 4/1.					
<b>Keldon Warlord</b>	SC	U	••	••	LUR,4.5
Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control. 1/1.					
<b>Kindle</b>	INS	C	••	••	TM
Kindle deals to target creature or player damage equal to the number of Kindle cards in all graveyards plus 2.					
<b>Kird Age</b>	SC	C	••••	••	RAN
Kird Age gets +1/+2 as long as you control a forest. 1/1.					
<b>Kobold Sergeant</b>	SC	U	•	••	LG
Kobolds you control get +0/+1 and have trample. 1/2.					
<b>Kobold Overlord</b>	SC	R	••	••	LG
First strike. Kobolds you control have first strike. 1/2.					
<b>Kobold Taskmaster</b>	SC	U	••	••	LG
Kobolds you control get +1/+0. 1/2.					
<b>Kobolds of Kher Keep</b>	SC	C	•	••	LG
This card is a red card. 0/1.					
<b>Kookus</b>	SC	R	••	••	VS
Trample. At the beginning of your upkeep, if you don't control a Keeper of Kookus, Kookus gets 3 damage to you and attacks this turn if able. •• Kookus gets +1/+0 until end of turn. 3/5.					
<b>Kris Mage</b>	SC	C	••	••	MM
•• Discard a card from your hand: Kris Mage deals 1 damage to target creature or player. 1/1.					
<b>Kyren Glider</b>	SC	U	••	••	MM
Flying. Kyren Glider can't block. 1/1.					
<b>Kyren Legate</b>	SC	U	••	••	MM
If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost. Haste. 1/1.					
<b>Kyren Negotiations</b>	EN	U	••	••	MM
Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.					
<b>Kyren Sniper</b>	SC	C	••	••	MM
At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player. 1/1.					
<b>Laccolith Grunt</b>	SC	C	••	••	NE
Whenever Laccolith Grunt becomes blocked, you may have it deal damage equal to its power to target creature. If you					

NAME	KIND	CR	PR	COST	SETS
do, Laccolith Grunt deals no combat damage this turn. 2/2.					
<b>Laccolith Rig</b>	EC	C	••	••	NE
Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Rig deals no combat damage this turn. 0/6.					
<b>Laccolith Titan</b>	SC	R	••	••	NE
Whenever Laccolith Titan becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Titan deals no combat damage this turn. 3/5.					
<b>Laccolith Whelp</b>	SC	C	••	••	NE
Whenever Laccolith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Whelp deals no combat damage this turn. 1/1.					
<b>Land's Edge</b>	EW	R	••	••	CHLG
Discard a card from your hand: If the discarded card is a land card, Land's Edge deals 2 damage to target player. Any player may play this ability.					
<b>Landslide</b>	SC	R	••	••	UD
Sacrifice any number of mountains. Landslide deals that much damage to target player.					
<b>Last-Ditch Effort</b>	INS	U	••	••	UL
Sacrifice any number of creatures. Last-Ditch Effort deals X damage to target creature or player, where X is the number of creatures sacrificed this way.					
<b>Latula, Keldon Overseer</b>	SL	R	••	••	PY
•••• Discard two cards from your hand: Latula, Keldon Overseer deals X damage to target creature or player. 3/3.					
<b>Latula's Orders</b>	EC	C	••	••	PY
You may play Latula's Orders any time you could play an instant. Whenever enchanted creature deals combat damage to defending player, you may destroy target artifact that player controls.					
<b>Lava Axe</b>	SC	R	••	••	ZUL
Lava Axe deals 5 damage to target player.					
<b>Lava Burst</b>	SC	C	••	••	IA
Lava Burst deals X damage to target creature or player. If Lava Burst would damage a creature, effects that would prevent that damage or cause the damage to be dealt elsewhere are ignored.					
<b>Lava Hounds</b>	SC	U	••	••	WL
Haste. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.					
<b>Lava Runner</b>	SC	R	••	••	MM
Haste. Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land. 2/2.					
<b>Lava Storm</b>	INS	C	••	••	WL
Choose one—Lava Storm deals 2 damage to each attacking creature; or Lava Storm deals 2 damage to each blocking creature.					
<b>Lay Waste</b>	SC	R	••	••	UZ
Destroy target land. Cycling.					
<b>Lesser Gargadon</b>	SC	U	••	••	PY
Whenever Lesser Gargadon attacks or blocks, sacrifice a land. 3/4.					
<b>Lightning Blast</b>	INS	C	••	••	6,7.TM
Lightning Blast deals 4 damage to target creature or player.					
<b>Lightning Bolt</b>	INS	C	••••	••	LUR,4
Lightning Bolt deals 4 damage to target creature or player.					
<b>Lightning Cloud</b>	EN	R	••	••	VS

## HOW TO BUILD A CHEAP MAGIC DECK

# DECK BUILDING 101

## Flash Flood

**F**ork you! That was the call of red mages back in the day, when Fork was a maindeck staple of most every deck. Now it's back, in the form of Mirari, and the tricks provided by *Odyssey* are endless. It's time for a token deluge the likes of which have never been seen.

**WHAT'S IN IT:** A ton of creature-creating instants and sorceries, which for three additional mana are forked thanks to Mirari. Even better, they've all got flashback, so you can cast them—and fork them—again from the grave!

The flashback fun doesn't end with creatures, though. Creature-pumping Muscle Burst and Sylvan Might; and the direct damage of Firebolt, Engulfing Flames, Howling Gale and Volcanic Spray; they all come back for more, thanks to the flashback mechanic. Your foe will be seeing double before you deliver the knockout blow, often with an unfair and excessive Overrun.

**HOW TO PLAY:** Get out an early Diligent Farmhand and sac him for basic land when needed. After all, he pumps up your Muscle Bursts when he's in the graveyard. Use direct damage to hold the board till a Mirari shows up. Then let the token terror roll!



**IT'S NO SECRET** This deck is strong enough for a horse, but made for a man.

## the deck

### ARTIFACTS

3 Mirari

### GREEN CREATURES

4 Diligent Farmhand

### GREEN SPELLS

2 Beast Attack

4 Call Of The Herd

4 Chatter Of The Squirrel

2 Howling Gale

4 Muscle Burst

2 Overrun

2 Sylvan Might

### RED SPELLS

2 Engulfing Flames

4 Firebolt

3 Reckless Charge

1 Volcanic Spray

### LAND

12 Forest

11 Mountain



# MAGIC The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
Whenever a red spell is played, you may pay. If you do, Lightning Cloud deals 1 damage to target creature or player.	INS	U	---	---	IN
Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.	SC	R	----	---	UZ
Lightning Dragon	SC	R	----	---	UZ
Flying, etc. Lightning Dragon gets +1/+0 until end of turn 4/4.	INS	U	---	---	TM
Lightning Elemental	SC	C	---	---	TM
Haste 4/1.	SC	C	---	---	TM
Lightning Hounds	SC	C	---	---	TM
First strike 3/2.	EC	C	---	---	MG
Lightning Reflexes	EC	C	---	---	MG
You may play Lightning Reflexes any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted creature gets +1/+0 and has first strike.	SC	R	----	---	MM
Lithophage	SC	R	----	---	MM
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain 1/1.	SC	R	----	---	IN
Looting Giant	SC	R	----	---	IN
Whenever Looting Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Looting Giant would deal this turn 4/6.	SC	C	---	---	TM
Lowland Giant	SC	C	---	---	TM
4/3.	INS	C	---	---	MM
Lunge	INS	C	---	---	MM
Lunge deals 2 damage to target creature and 2 damage to target player.	SC	C	---	---	EX
Mago II-Voo	SC	C	---	---	EX
Discard a card at random from your hand. Mago II-Voo deals 1 damage to target creature or player 2/2.	INS	R	----	---	IN
Mages' Contest	INS	R	----	---	IN
You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may bid the high bid. The bidding ends when the high bid stands. The highest bidder loses (is equal to the high bid). If you win the bidding, counter that spell.	EN	U	---	---	MM
Magistrate's Veto	EN	U	---	---	MM
White creatures and blue creatures can't block.	INS	C	---	---	PS
Magma Burst	INS	C	---	---	PS
Kicker—Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.	SC	R	----	---	TM
Magmaeaur	SC	R	----	---	TM
Magmaeaur comes into play with five +1/+1 counters on it. At the beginning of your upkeep, you may remove a +1/+1 counter from Magmaeaur. If you don't, sacrifice Magmaeaur to have it deal damage equal to the number of +1/+1 counters on it to each creature without flying and each player. (U/I)	EN	R	----	---	4,R,AN
Magnetic Mountain	EN	R	----	---	4,R,AN
Blue creatures don't untap during their controllers' untap step. Blue creatures have "At the beginning of your upkeep, you may pay. If you do, untap this creature."	EN	R	----	---	NE
Mana Cache	EN	R	----	---	NE
At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls. Remove a charge counter from Mana Cache: Add one color less mana to your mana pool. Any player may play this ability but only during his turn before the end phase.	SC	R	----	---	4,5,20K
Mana Clash	SC	R	----	---	4,5,20K
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.	EN	R	----	---	LUR,4,5
Mana Flare	EN	R	----	---	LUR,4,5
Whenever a player taps a land for mana, that land produces one additional mana of the same type.	SC	C	---	---	EX,IN
Manabarb	EN	R	----	---	LUR,4,5
Whenever a player taps a land for mana, Manabarb deals 1 damage to that player.	SC	C	---	---	EX,IN
Maniacal Rage	SC	C	---	---	EX,IN
Enchanted creature gets +2/+2 and can't block.	SL	R	----	---	4,5,20K
Maraxus of Keld	SL	R	----	---	4,5,20K
Maraxus of Keld's power and toughness are equal to the number of untapped artifacts, creatures, and lands you control. 7	EN	C	---	---	UD
Mark of Fury	EN	C	---	---	UD
Enchanted creature has haste. At end of turn, return Mark of Fury to its owner's hand.	SC	R	----	---	IA
Martin Stronigald	SC	R	----	---	IA
Whenever Martin Stronigald attacks, all other attacking creatures get +1/+1 until end of turn for each attacking creature other than Martin. Whenever Martin blocks, all other blocking creatures get +1/+1 until end of turn for each blocking creature other than Martin. 1/1	INS	U	---	---	IA
Meloe	INS	U	---	---	IA
Play Meloe only during your combat phase before the declare blockers step. Instead of defending player choosing how creatures block this combat, you choose how each creature blocks. Whenever a creature attacks and isn't blocked this combat, untap it and remove it from combat. 1/1	EN	U	---	---	UZ
Meltdown	EN	U	---	---	UZ
Destroy each artifact with converted mana cost X or less.	EN	U	---	---	IA
Melting	EN	U	---	---	IA
Snow-covered lands are non-snow-covered.	INS	U	---	---	MM
Mercade's Downfall	INS	U	---	---	MM
Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.	SC	R	----	---	IA
Meteor Shower	SC	R	----	---	IA
Meteor Shower deals X+1 damage divided as you choose among all target creatures and/or players.	SC	R	----	---	RAN
Mijae Djin	SC	R	----	---	RAN
Whenever Mijae Djin attacks, flip a coin. If you lose the flip, remove Mijae Djin from combat and put it 6/3.	SC	R	----	---	AP
Minotaur Tactician	SC	R	----	---	AP
Haste. Minotaur Tactician gets +1/+1 as long as you control	SC	R	----	---	AP

NAME	KIND	CR	PR	COST	SETS
a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature.	SC	C	---	---	PS
Mire Kavu	SC	C	---	---	PS
Mire Kavu gets +1/+1 as long as you control a swamp. 3/2	SC	C	---	---	SH
Mob Justice	SC	C	---	---	SH
Mob Justice deals to target player damage equal to the number of creatures you control.	EC	U	---	---	VS
Mob Mentality	EC	U	---	---	VS
Enchanted creature has trample. Whenever all non-Wall creatures you control attack, enchanted creature gets +1/+0 until end of turn, where X is the number of attacking creatures.	SC	R	----	---	NE
Mogg Alarm	SC	R	----	---	NE
You may sacrifice two mountains instead of paying Mogg Alarm's mana cost. Put two 1/1 red Goblin creature tokens into play.	SC	U	---	---	EX
Mogg Assassin	SC	U	---	---	EX
You and target opponent each choose a target creature. Flip a coin. If you win the flip, destroy the creature you chose. If you lose the flip, destroy the creature your opponent chose. 2/1.	SC	C	---	---	SH
Mogg Bombers	SC	C	---	---	SH
When another creature comes into play, sacrifice Mogg Bombers to have it deal 3 damage to target player. 3/4.	SC	C	---	---	SH
Mogg Conscripts	SC	C	---	---	SH
Mogg Conscripts can't attack unless you've played a creature this turn 2/2.	SC	C	---	---	TM
Mogg Fanatic	SC	C	---	---	TM
Sacrifice Mogg Fanatic. Mogg Fanatic deals 1 damage to target creature or player. 1/1.	SC	C	---	---	SH
Mogg Flunkies	SC	C	---	---	SH
Mogg Flunkies can't attack or block alone. 3/3.	SC	R	----	---	SH
Mogg Infestation	SC	R	----	---	SH
Destroy all creatures target player controls. For each creature put into a graveyard this way, put two 1/1 red Goblin creature tokens into play under that player's control.	SC	U	---	---	PS
Mogg Jailor	SC	U	---	---	PS
Mogg Jailor can't attack if defending player controls an untapped creature with power 2 or less. 2/2.	SC	C	---	---	SH
Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.	SC	U	---	---	SH
Mogg Maniac	SC	U	---	---	SH
Whenever Mogg Maniac is dealt damage, it deals that much damage to target opponent. 1/1.	SC	C	---	---	TM
Mogg Raider	SC	C	---	---	TM
Sacrifice a Goblin: target creature gets +1/+1 until end of turn.	INS	U	---	---	NE
Mogg Salvage	INS	U	---	---	NE
If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost. Destroy target artifact.	SC	R	----	---	PS
Mogg Sentry	SC	R	----	---	PS
Whenever an opponent plays a spell, Mogg Sentry gets +1/+1 until end of turn. 1/1.	SC	U	---	---	TM
Mogg Squad	SC	U	---	---	TM
Mogg Squad gets -1/-1 for each other creature in play. 3/3.	SC	C	---	---	NE
Mogg Today	SC	C	---	---	NE
Mogg Today can't attack unless you control more creatures than defending player. Mogg Today can't block unless you control more creatures than attacking player. 2/2.	SC	R	----	---	NE
Moggweaver	SC	R	----	---	NE
Search your library for a Goblin card and put that card into play. Then shuffle your library. 2/2.	SC	R	----	---	UL
Molten Hydra	SC	R	----	---	UL
Put a +1/+1 counter on Molten Hydra. Remove all +1/+1 counters from Molten Hydra. Molten Hydra deals X damage to target creature or player, where X is the number of counters removed this way. 1/1.	SC	C	---	---	LUR,4,5
Mons' Goblin Raiders	SC	C	---	---	LUR,4,5
1/1.	SC	R	----	---	EX
Monstrous Hound	SC	R	----	---	EX
Monstrous Hound can't attack unless you control more lands than defending player. Monstrous Hound can't block unless you control more lands than attacking player. 4/4.	SC	C	---	---	5,6,IA
Mountain Goat	SC	C	---	---	5,6,IA
Mountainwalk 1/1.	SC	C	---	---	CH,16
Mountain Yeti	SC	C	---	---	CH,16
Mountainwalk 3/3.	SC	C	---	---	IA
Mudslide	EN	U	---	---	IA
Creatures without flying don't untap during their controllers' untap steps and have. Untap this creature. Play this ability only during your upkeep and only once each upkeep.	SC	R	----	---	PR
Nalathi Dragon	SC	R	----	---	PR
Flying, banding. Nalathi Dragon gets +1/+0 until end of turn. If this ability is played four or more times during a turn, sacrifice Nalathi Dragon at end of turn. 1/1.	EN	R	----	---	TM
No Quarter	EN	R	----	---	TM

NAME	KIND	CR	PR	COST	SETS
Whenever a creature becomes blocked by a creature with lesser power, destroy the blocking creature. Whenever a creature blocks a creature with lesser power, destroy the attacking creature.	EN	R	----	---	EX
Oath of Mages	EN	R	----	---	EX
At the beginning of each player's upkeep, if that player has less life than target opponent, he may have Oath of Mages deal 1 damage to that opponent.	SC	R	----	---	IN
Odorousate	SC	R	----	---	IN
Odorousate can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.	SC	R	----	---	VS
Ogre Enforcer	SC	R	----	---	VS
If Ogre Enforcer would be dealt nonlethal damage from a single source, prevent that damage. 4/4.	SC	R	----	---	EX
Ogre Shaman	SC	R	----	---	EX
Discard a card at random from your hand. Ogre Shaman deals 2 damage to target creature or player. 3/3.	SC	U	---	---	TM
Ogre Taskmaster	SC	U	---	---	TM
Ogre Taskmaster can't block 4/3.	SC	R	----	---	7,10Z
Okk	SC	R	----	---	7,10Z
Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks. 4/4.	INS	R	----	---	AI
Omen of Fire	INS	R	----	---	AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.	EN	C	---	---	EX
Onslaught	EN	C	---	---	EX
Whenever you play a creature spell, put target creature. Opponent's choice.	SC	U	---	---	TM
Opportunity	SC	U	---	---	TM
Opportunity deals 1 damage to target creature that was dealt damage this turn. 2/2.	SC	U	---	---	DK
Orc General	SC	U	---	---	DK
Sacrifice an Orc or a Goblin: All Orcs get +1/+1 until end of turn 2/2.	SC	U	---	---	LUR,4,5,6,7
Orcish Artillery	SC	U	---	---	LUR,4,5,6,7
Orcish Artillery deals 2 damage to target creature or player 3 damage to you. 1/3.	SC	U	---	---	IA
Orcish Cannoners	SC	U	---	---	IA
Orcish Cannoners deals 2 damage to target creature or player and 3 damage to you. 1/3.	SC	U	---	---	5,FE
Orcish Captain	SC	U	---	---	5,FE
Orcish Captain gets +2/+0 until end of turn. If you win the flip, that Orc gets +2/+0 until end of turn. If you lose the flip, it gets -2/-2 until end of turn. 1/1.	SC	C	---	---	5,IA
Orcish Conscripts	SC	C	---	---	5,IA
Orcish Conscripts can't attack unless at least two other creatures attack. Orcish Conscripts can't block unless at least two other creatures block. 2/2.	SC	C	---	---	5,IA
Orcish Farmer	SC	C	---	---	5,IA
Target land becomes a swamp until its controller's next untap step 2/2.	SC	U	---	---	IA
Orcish Healer	SC	U	---	---	IA
Target creature can't be regenerated this turn. Regenerate target black or green creature. 1/1.	SC	R	----	---	IA
Orcish Librarian	SC	R	----	---	IA
Take the top eight cards of your library, look at them, then remove four of them at random from the game. Put the rest on top of your library in any order. 1/1.	SC	U	---	---	IA
Orcish Lumberjack	SC	U	---	---	IA
Sacrifice a forest: Add three mana in any combination of red and/or green mana to your mana pool. 1/1.	SC	C	---	---	AQ
Orcish Mechanics	SC	C	---	---	AQ
Sacrifice an artifact: Orcish Mechanics deals 2 damage to target creature or player. 1/1.	SC	U	---	---	HL
Orcish Mine	SC	U	---	---	HL
Orcish Mine comes into play with three ore counters on it. At the beginning of your upkeep and whenever enchanted land becomes tapped, remove an ore counter from Orcish Mine. If there are no ore counters on Orcish Mine, destroy enchanted land and Orcish Mine deals 2 damage to enchanted land's controller.	SC	U	---	---	LUR,4,5,6,7
Orcish Orlimanne	SC	U	---	---	LUR,4,5,6,7
Attacking creatures you control get +1/+0.	SC	U	---	---	WL
Orcish Settlers	SC	U	---	---	WL
Sacrifice Orcish Settlers: Destroy X target lands. 1/1.	SC	C	---	---	FE
Orcish Spy	SC	C	---	---	FE
Look at the top three cards of target player's library. 1/1.	SC	R	----	---	5,JA
Orcish Squatters	SC	R	----	---	5,JA
Whenever Orcish Squatters attacks and isn't blocked, you	SC	R	----	---	5,JA

NAME	KIND	CR	PR	COST	SETS
may gain control of target land defending player controls for as long as you control Orcish Squatters. If you do, Orcish Squatters deals 1 damage to that player this turn. 7/3.					
Orcish Veteran	SC	C	---	---	FE
Orcish Veteran can't block white creatures with power 2 or greater. Orcish Veteran gains first strike until end of turn. 2/2.					
Orrg	SC	R	----	---	5,FE
Orrrg can't attack if defending player controls an untapped creature with power 3 or greater. Orrg can't block creatures with power 3 or greater. 6/6.					
Outmaneuver	INS	U	---	---	UZ
X target blocked creatures deal combat damage as though they weren't blocked.					
Overload	INS	C	---	---	IN
Nicker—Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.					
Pallimud	SC	R	----	---	TM
As Pallimud comes into play, choose an opponent. Pallimud's power is equal to the number of tapped lands the chosen player controls. 7/3.					
Pandemonium	EN	R	----	---	EX
Whenever a creature comes into play, that creature's controller may have it deal 1 damage equal to its power to target creature or player.					
Panic	INS	C	---	---	5,IA
Play Panic only during combat before the declare blockers step. Target creature can't block this turn. Draw a card at the beginning of the next turn's upkeep.					
Panic Attack	SC	C	---	---	PY
Up to three target creatures can't block this turn.					
Parish	INS	C	---	---	UL
Choose one—Parish deals 2 damage to target creature or player or Parish deals 4 damage to target land creature.					
Paragonym	EC	U	---	---	EX
At the beginning of the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.					
Pillage	SC	U	---	---	6,7,IA
Destroy target artifact or land. It can't be regenerated.					
Planeswalker's Fury	EN	R	----	---	PS
Target opponent reveals a card at random from his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.					
Pouncing Kavu	SC	C	---	---	IN
Kicker—First strike. If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste. 1/1.					
Power Surge	EN	R	----	---	LUR,4
At the beginning of each player's upkeep, Power Surge deals X damage to that player, where X is the number of lands he controls that were untapped at the beginning of this turn's untap step.					
Price of Progress	INS	U	---	---	EX
Price of Progress deals 2 damage to each player for each nonbasic land he controls.					
Primitive Justice	SC	U	---	---	AI
As an additional cost to play Primitive Justice, you may pay 1/1 and/or 1/1 for any number of times. Destroy target artifact. For each additional 1/1 you paid, destroy another target artifact. For each additional 1/1 you paid, destroy another target artifact, and you gain 1 life.					
Primordial Ooze	SC	U	---	---	5,CH,16
Primordial Ooze attacks each turn if able. At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay 1/1, where X is equal to the number of +1/+1 counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you. 1/1.					
Pulverize	SC	R	----	---	MM
You may sacrifice two mountains instead of paying Pulverize's mana cost. Destroy all artifacts.					
Purple's Verdict	INS	R	----	---	MM
Play a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.					
Pygmy Pyroaur	SC	C	---	---	7,10Z
Pygmy Pyroaur can't block. Pygmy Pyroaur gets +1/+0 until end of turn. 1/1.					
Pygmy Salamander	SC	C	---	---	MG
Pygmy Salamander gets +1/+0 until end of turn. Sacrifice Pygmy Salamander at end of turn. 1/1.					
Pyroblast	INS	C	---	---	5,IA
Choose one—Counter target spell if it's blue, or destroy target permanent if it's blue.					
Pyroclasm	SC	U	---	---	7,10Z
Pyroclasm deals 2 damage to each creature.					
Pyrokinesis	INS	U	---	---	AI
You may remove a red card in your hand from the game instead of paying Pyrokinesis's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.					
Pyromancy	EN	R	----	---	UL
Discard a card at random from your hand. Pyromancy deals to target creature or player damage equal to the converted mana cost of the discarded card.					
Pyrotechnics	SC	U	---	---	4,5,6,7,16
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.					
Quarum Trench Gnomes	SC	R	----	---	LG
Whenever tapped for mana, target lands produces colorless mana instead of its normal type. 1/1.					
Rack and Ruin	INS	U	---	---	UL
Destroy two target artifacts.					
Rage Weaver	SC	U	---	---	IN
Target black or green creature gains haste until end of turn. 2/1.					
Raging Bull	SC	C	---	---	16
2/2.					
Raging Goblin	SC	C	---	---	6,7EX
Haste. 1/1.					
Raging Gorilla	SC	C	---	---	VS
Whenever Raging Gorilla becomes or becomes blocked, it gets +2/+2 until end of turn.					
Raging River	EN	R	----	---	UL
At the beginning of your combat phase, defending player divides all creatures without flying by the controls into two piles. As each attacking creature is declared, choose which pile of creatures can't block that attacking creature this turn.					
Raging Spirit	EN	U	---	---	MG
Raging Spirit is colorless until end of turn. 3/3.					
Raiding Party	EN	U	---	---	UL



NAME	KIND	CR	PR	COST	SETS
Raiding Party Can't be the target of white spells or abilities. Sacrifice an Orc: Each player may tap any number of white creatures he controls. For each creature tapped this way, that player chooses one of two plans. Then destroy all players that weren't chosen this way by any player.					
<b>Rain of Sulfur</b>	SR	U	--	4	UZ
Destroy two target lands.					
<b>Raka Discipline</b>	SC	C	----	4	AP
⚡ Prevent the next 1 damage that would be dealt to target creature or player this turn. ⚡, ⚡, ⚡ largest creature gains flying and end of turn, 1/1.					
<b>Raka Sanctuary</b>	UP	U	----	4	AP
At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.					
<b>Rakavolver</b>	INS	R	-----	4	AP
Kicker ⚡ and/or ⚡ If you paid the ⚡ counter cost, Rakavolver comes into play with two +1/+1 counters and has Whenever Rakavolver is dealt damage, gain that much life. If you paid the ⚡ counter cost, Rakavolver comes into play with a +1/+1 counter and has flying, 2/2.					
<b>Rathi Dragon</b>	SC	R	----	4	TM
Flying. When Rathi Dragon comes into play, sacrifice it unless you sacrifice two mountains, 5/5.					
<b>Revenous Baboons</b>	SC	R	----	4	EX
When Revenous Baboons comes into play, destroy target nonbasic land, 2/2.					
<b>Raze</b>	SR	C	----	5	UZ
As an additional cost to play Raze sacrifice a land. Destroy target land.					
<b>Reckless Abandon</b>	SR	C	----	5	UD
As an additional cost to play Reckless Abandon, sacrifices a creature. Reckless Abandon deals 4 damage to target creature.					
<b>Reckless Embargement</b>	SC	R	----	5	6.TMG
⚡, ⚡ Reckless Embargement deals 1 damage to target creature or player and 1 damage to itself, 2/2.					

NAME	KIND	CR	PR	COST	SETS
<b>Sabretooth Wyvern</b> Flying, first strike 3/2.	SC	U	•	•	EX
<b>Sabretooth Tiger</b> First strike, 2/1.	SC	C	•	•	5.6/1A
<b>Sandstone Warrior</b> First strike, • Sandstone Warrior gets +1/+4 until end of turn, 1/3.	SC	C	•	•	TM
<b>Savage Offensive</b> Kicker • Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.	SOR	C	•	•	•
<b>Sawtooth Gnome</b> Whenever Sawtooth Gnome blocks or becomes blocked by a creature, Sawtooth Gnome deals 1 damage to that creature at end of combat, 3/3.	SC	C	•	•	WL
<b>Scald</b> Whenever a player taps an island for mana, Scald deals 1 damage to that player.	EN	U	•	•	UZ
<b>Scalding Salamander</b> Whenever Scalding Salamander attacks, you may have it deal 1 damage to each creature without flying defending creature controls 2/1.	SC	U	•	•	EX
<b>Scarred Puma</b> Scarred Puma can't attack unless a black or green creature also attacks, 2/1.	SC	C	•	•	IN
<b>Scent of Cinder</b> Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.	SOR	C	•	•	UD
<b>Scorching Fate</b> As an additional cost to play Scorching Fate, discard X land cards from your hand. Destroy X target lands.	SC	C	•	•	TM
<b>Scorching Lava</b> Kicker • Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a grave you can't return it, remove it from the game instead.	INS	C	•	•	IN
<b>Scoria Cat</b> Scoria Cat gets +3/+3 as long as you control no unblocked	SC	U	•	•	PV

NAME	KIND	CR	PR	COST	SETS
<b>Backstab</b> 	Destroy target artifact.				
<b>Shatterstorm</b>	SOR	R	***	8.5	R,5.A
Destroy all artifacts. They can be regenerated.					
<b>Shiv's Embrace</b>	EC	U	***	2	U2
Enchanted creature gets +2/+2 and has flying.					
• Enchanted creature gets +1/+1 until end of turn.					
<b>Shivan Dragon</b>	SC	R	***	4	L,4.R,4.5
Flying. Shivan Dragon gets +1/+0 until end of turn, 5/5.					
<b>Shivan Emmissary</b>	SC	U	***	8	IN
Kicker <b>1</b> • When Shivan Emmissary comes into play, if you paid the kicker cost, destroy target nonbasic creature. It can be regenerated. 1/1					
<b>Shivan Harp</b>	U	U	***	2	U2
Sacrifice a creature: Destroy target nonbasic land.					
<b>Shivan Hellkite</b>	SC	R	***	8	U2
Flying. 5/5. Shivan Hellkite deals 1 damage to target creature or player, 5/5.					
<b>Shivan Phoenix</b>	SC	R	***	8	U1
Flying. When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to its owner's hand. 3/4.					
<b>Shivan Dragon</b>	SC	U	***	4	U2
Haste. Echo. 3/1					
<b>Shock</b>	INS	C	***	6.75	6.75
Shock deals 2 damage to target creature or player.					
<b>Shock Troops</b>	SC	C	***	2	MM
Sacrifice Shock troops. Shock troops deals 2 damage to target creature or player. 2/2.					
<b>Shoeker</b>	SC	R	***	8	TN
Whenever Shoeker deals damage to a player, that player discards his hand, then draws that many cards. 1/1.					
<b>Shower of Sparks</b>	INS	C	**	2	U2
Shower of Sparks deals 1 damage to target creature and 1 damage to target player.					
<b>Shrieking Mogg</b>	SC	R	•	4	NE
Haste. When Shrieking Mogg comes into play, tap all other creatures. 1/1.					
<b>Singe</b>	INS	C	**	2	PS
Singe deals 1 damage to target creature. That creature					

NAME	KIND	CR	PR	COST	SETS
<b>Sowing Salt</b>	SOR U	**			U
Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his library.					
<b>Spellsnack</b>	ENK U	**	**		
Whenever a player plays a spell, Spellsnack deals 2 damage to that player.					
<b>Spinal Villain</b>	SC R	***			L
** Destroy target blue creature. 1/2					
<b>Spitting Drake</b>	SC U	**			6VS
Flying. ** Spitting Drake gets +1/+0 until end of turn. Play this ability no more than once each turn. 2/2.					
<b>Spitting Earth</b>	SC	**	**		6,7,M
Spitting Earth deals 2 target creature damage equal to the number of mountains you control.					
<b>Spitting Hydra</b>	SC R	**	**	**	CH
Spitting Hydra comes into play with four +1/+1 counters on it. ** Remove a +1/+1 counter from Spitting Hydra. Spitting Hydra deals 1 damage to target creature. 0/0.					
<b>Spirit Reaper</b>	SD	**	**		P
Spir Reaper gets 2/+1 as long as you control no untapped lands. 2/1.					
<b>Squeeze, Goblin Nabob</b>	SL R	***			MM
At the beginning of your upkeep, if Squeeze, Goblin Nabob is in your graveyard, you may return Squeeze to your hand. 1/1.					
<b>Stand or Fall</b>	EK R	**	**	**	
At the beginning of your combat phase, separate all creatures into playing creatures and nonplaying creatures. Only creatures in the pile of that player's choice may block this turn.					
<b>Stärke of Rath</b>	SL R	**			TK
** Destroy target artifact or creature. That permanent's controller gains control of Stärke of Rath. 2/2.					
<b>Steam Blast</b>	SOR U	**	**	**	U
Steam Blast deals 2 damage to each creature and each player.					
<b>Stone Giant</b>	SC U	**			L,U,R,4
** Target creature you control with toughness less than 8					

## KILLER COMBOS



Here's another way to abuse one of the game's most broken cards. Simply sac a big-ass green creature to High Market, Goblin Bombardment or the like, and you get a copy of the creature into play. Then, if Lifeline's around at turn's end, the original returns.

<b>Rock Hatching</b>	SC	++	●●	WL
Rock Hatching comes into play with four shell counters on it. At the beginning of your upkeep, remove a shell counter from Rock Hatching. Rock Hatching gets +3/+2 and has flying as long as it has no shell counters on it. U/1.				
<b>Roc of Kher Ridges</b>	SC	R	●●	LUR
Flying 3/3.				
<b>Rock Badger</b>	SC	U	●●●●	MM
Mantawak 3/3.				
<b>Rock Hydra</b>	SC	R	●●●●	LUR
Rock Hydra comes into play with X +1/+1 counters on it. If Rock Hydra would be dealt damage, if Rock Hydra has a +1/+1 counter on it, remove a +1/+1 counter from it instead. ●●●● Prevent the next 1 damage that would be dealt to Rock Hydra this turn. U/0.				
<b>Rock Slide</b>	SC	—	●●●●	VS
Rock Slide deals X damage divided as you choose among any number of target attacking or blocking creatures without flying.				
<b>Rogue Kavu</b>	SC	C	—	UN
Whenever Rogue Kavu attacks alone, it gets +2/+0 in until end of turn. U/1.				
<b>Rogue Scyphopod</b>	SC	R	●●●●	AI
Flying. At the beginning of your upkeep, put a water counter on Rogue Scyphopod, then you may pay ● for each water counter on it. If you don't pay, remove all water counters from Rogue Scyphopod and an opponent gains control of it. 3/4.				
<b>Rolling Thunder</b>	SOR	C	—	TM
Rolling Thunder deals X damage divided as you choose among any number of attacking creatures and/or players.				
<b>Ruby Leech</b>	SC	R	—	IN
First strike. Red spells you play cost ● more to play. 2/2.				
<b>Ruination</b>	SOR	R	●●●●	SH
Destroy all nonbasic lands.				
<b>Ruth Egn</b>	SC	C	—	AN
Whenever Ruth Egn is put into a graveyard from play, put a 4/4 red Egg creature token with flying into play at end of turn U/3.				
<b>Rumbling Crescendo</b>	EN	R	●●●●●	UZ
At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo. ●●●●● Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.				
<b>Rupture</b>	SC	—	●●●●	NE
Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying.				

[illegible]

<b>Sirocco</b>	WU U	● ● ● ●	ME
target player reveals his hand. For each blue instant card revealed, he pays 4 life or discards that card			
<b>Sisters of the Flame</b>	SC C	● ● ● ●	4DK
● Add: you may mana pump 2/2.			
<b>Sizzle</b>	SDR C	● ● ● ●	MM
Sizzle deals 3 damage to each opponent.			
<b>Skittish Kawn</b>	SC U	● ● ● ●	U
Skittish Kawn gets +1/+1 as long as no opponent controls a white or black creature, 1/1.			
<b>Skizkiz</b>	SC R	● ● ● ●	SK
Kicker ● Trample; haste. At end of turn, sacrifice Skizkiz unless the kicker cost was paid 5/3.			
<b>Slimy Kawn</b>	SC C	● ● ● ●	U
Target land becomes swamp until end of turn. 2/2			
<b>Slingshib Boblin</b>	SC C	● ● ● ●	PS
Slingshib Boblin deals 2 damage to target blue creature 2/2.			
<b>Sluggishness</b>	EC C	● ● ● ●	UH
Enchanted creature can't block. When Sluggishness is put into a graveyard from play, return Sluggishness to its owner's hand.			
<b>Smash</b>	INS C	● ● ● ●	AP
Destroy target artifact. Draw a card.			
<b>Smoke</b>	EN R	● ● ● ●	U,LR,4S
Players can't untap more than one creature during their untap steps.			
<b>Sneak Attack</b>	EN R	● ● ● ●	U2
● Add: a creature card from your hand into play that creature gains haste until end of turn. Sacrifice the creature at end of turn.			
<b>Soldier of Fortune</b>	SC U	● ● ● ●	A
● Add: target player shuffles its library 1/1.			
<b>Sofftara</b>	INS C	● ● ● ●	VS
target player can't play lands this turn. Draw a card at the beginning of the next turn's upkeep.			
<b>Song of Blood</b>	SDR C	● ● ● ●	VS
● Add: the top four cards from your library into your graveyard. Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way.			
<b>Sonic Burst</b>	INS C	● ● ● ●	EY
● Add: additional cost to play Sonic Burst, discard a card at random from your hand. Sonic Burst deals 4 damage to target creature or player.			

look at the top three cards of target opponent's library, then put them back in any order. That player loses on the top three cards you put back, plus puts them back in any order.

**Tahorgath's Rage** SC R ••••• 1M

Enchanted creature gets +3/+0 as long as it's attacking. Otherwise, it gets 2/1.

**Talorum Champion** SC C ••••• VS

First strike. Whenever Talorum Champion blocks or becomes blocked by a creature, that creature loses first strike until end of 3/3.

**Talorum Minotaur** SC C ••••• 6ME

Haste. 3/3.

**Talorum Piper** SC U ••••• VS

All creatures with flying able to block Talorum Piper do so. 3/3.

**Task Mage Assembly** EN R ••••• PY

Whenever a creature is played, sacrifice Task Mage Assembly. Any Task Mage Assembly gets 1 damage to target creature. Any player may play this ability 1 only any time he could play a sorcery.

**Tectonic Break** SDR R ••••• MN

Each player sacrifices 5 lands.

**Tectonic Instability** EN R ••••• IM

Whenever a land comes into play, tap all lands its controller controls.

**Telimor Tank** SL R ••••• MC

Flanking. When Telimor Tank attacks, attacking creatures with flanking get +1/+1 at end of turn. 2/2.

**Telimor Tank's Edict** NS R •••••

Remove target permanent you own or control from the game. Destroy the beginning of the turn it was removed.

**Tempest Eject** SC R ••••• 4LC

Remove Tempest Eject from your deck before playing if you're not playing for artifice. Sacrifice Tempest Eject: Unless target opponent plays 10 lands, tap Tempest Eject from your graveyard into that player's graveyard. If you do, you choose a card at random from the player's hand and put it into their deck. This choice is in secret. Valueless. 3/3.

**Territorial Dispute** EN R ••••• NM

Players can't play lands. At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.

**The Brute** EC C ••••• 4.5LC

Enchanted creature gets +1/+0. Regenerate.

**Thieves' Creation** SDR R ••••• NM

Set aside all nonpermanent permanents. You choose one of those cards and put it into play tapped under your control. Then



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NAME	KIND	CR	PR	COST	SETS
your opponent chooses one and puts it into play tapped under this control. Repeat this process until all cards set aside this way have been chosen.					
<b>Thunderbolt</b>	INS	C	---	---	WL
Choose one—Thunderbolt deals 3 damage to target player, or Thunderbolt deals 4 damage to target creature with flying.					
<b>Thunderclap</b>	INS	C	---	---	MM
You may sacrifice a mountain instead of paying Thunderclap's mana cost. Thunderclap deals 3 damage to target creature.					
<b>Thundering Giant</b>	SC	U	---	---	UZ
Haste: 4/3.					
<b>Thundermere</b>	SC	R	---	---	WL
Haste. When Thundermere comes into play, tap all other creatures 5/5.					
<b>Thunderscape Apprentice</b>	SC	C	---	---	IN
Target player loses 1 life.					
<b>Thunderscape Battlemage</b>	SC	U	---	---	PS
Kicker 2. When Thunderscape Battlemage comes into play, if you paid the 2, kicker cost, target player discards two cards from his or her hand. When Thunderscape Battlemage comes into play if you paid the 2, kicker cost, destroy target enchantment. 2/2.					
<b>Thunderscape Familiar</b>	SC	C	---	---	PS
First strike. Black spells and green spells you play cost less to play 1/1.					
<b>Thunderscape Master</b>	SC	R	---	---	IN
Target player loses 2 life and you gain 2 life.					
<b>Tooth and Claw</b>	EN	R	---	---	TM
Sacrifice two creatures: Put a 3/1 red Carnivore creature token into play.					
<b>Tor Giant</b>	SC	C	---	---	IA
3/3.					
<b>Torch Song</b>	EN	U	---	---	UZ
At the beginning of your upkeep, you may put a verse					

NAME	KIND	CR	PR	COST	SETS
counter on Torch Song. Sacrifice Torch Song: Torch Song deals 4 damage to target creature or player, where X is the number of verse counters on Torch Song.					
<b>Torrent of Lava</b>	SOR	R	---	---	MG
Each player may tap any number of untapped creatures he controls. Torrent of Lava deals X damage to each creature without flying not tapped this way. Torrent of Lava deals X-1 damage to each creature without flying tapped this way.					
<b>Total War</b>	EN	R	---	---	IA
Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn.					
<b>Trained Dog</b>	SC	R	---	---	7
6/6.					
<b>Tremor</b>	SOR	C	---	---	6.7VS.MM
Tremor deals 1 damage to each creature without flying.					
<b>Tribal Flames</b>	SOR	C	---	---	IN
Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.					
<b>Trumpet Blast</b>	INS	C	---	---	UD
Attacking creatures get +2/+0 until end of turn.					
<b>Tundra Kavu</b>	SC	C	---	---	AP
Target land becomes a plains or an island until end of turn. 2/2.					
<b>Tunnel</b>	INS	U	---	---	LUR.4
Destroy target wall. It can't be regenerated.					
<b>Turf Wound</b>	INS	C	---	---	IN
Target player can't play land cards this turn. Draw a card.					
<b>Two-Headed Dragon</b>	SC	R	---	---	MM
Flying. Kicker 2. Two-Headed Dragon gets +2/+0 until end of turn. Two-Headed Dragon can't be blocked except by two or more creatures. Two-Headed Dragon may block an additional creature. 4/4.					
<b>Two-headed Giant of Forys</b>	SC	R	---	---	LU
Trample. Two-headed Giant of Forys may block two creatures each combat. 4/4.					
<b>Uphill Battle</b>	EN	U	---	---	MM
Creatures your opponents play come into play tapped.					
<b>Urza's Rage</b>	INS	R	---	---	IN
Kicker 2. Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.					
<b>Utshen Trail</b>	SC	U	---	---	LUR.4
Degenerate Utshen Trail. 2/2.					
<b>Varchild's Crusader</b>	SC	C	---	---	AI
Varchild's Crusader can't be blocked except by Walls					

NAME	KIND	CR	PR	COST	SETS
this turn. Sacrifice Varchild's Crusader at end of turn. 3/2.					
<b>Varchild's War-Riders</b>	SC	R	---	---	AI
Trample, rampage 1. Cumulative upkeep—Put a 1/1 red Survivor creature token into play under an opponent's control. 3/4.					
<b>Vertigo</b>	INS	U	---	---	6.M
Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.					
<b>Veteran Brawlers</b>	SC	R	---	---	PY
Veteran Brawlers can't attack if defending player controls an untapped land. Veteran Brawlers can't block if you control an untapped land. 4/4.					
<b>Veteran's Voice</b>	EC	C	---	---	AI
Veteran's Voice can enchant only a creature you control. Enchanted creature has "Target creature other than this creature gets +2/+1 until end of turn."					
<b>Viashino Bey</b>	SC	C	---	---	UL
If Viashino Bey attacks, all creatures you control attack if able. 4/3.					
<b>Viashino Cutthroat</b>	SC	U	---	---	UL
Haste. At end of turn, return Viashino Cutthroat to its owner's hand. 3/3.					
<b>Viashino Grappler</b>	SC	C	---	---	IN
Viashino Grappler gains trample until end of turn. 3/1.					
<b>Viashino Heretic</b>	SC	U	---	---	UL
Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost. 1/3.					
<b>Viashino Outrider</b>	SC	C	---	---	UZ
Ecto 4/3.					
<b>Viashino Runner</b>	SC	C	---	---	UZ
Viashino Runner can't be blocked except by two or more creatures. 3/2.					
<b>Viashino Sandsealer</b>	SC	C	---	---	UL
Haste. At end of turn, return Viashino Sandsealer to its owner's hand. 2/1.					
<b>Viashino Sandstalker</b>	SC	U	---	---	VS
Haste. At end of turn, return Viashino Sandstalker to its owner's hand. 4/2.					
<b>Viashino Sandswimmer</b>	SC	R	---	---	UZ
Flip a coin. If you win the flip, return Viashino Sandswimmer to its owner's hand. If you lose the flip, sacrifice Viashino Sandswimmer. 3/2.					
<b>Viashino Warrior</b>	SC	C	---	---	6.M
4/2.					
<b>Viashino Weaponsmith</b>	SC	C	---	---	UZ
Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. 2/2.					
<b>Volcanic Dragon</b>	SC	R	---	---	6.M
Haste. 4/4.					

NAME	KIND	CR	PR	COST	SETS
<b>Volcanic Geyser</b>	INS	U	---	---	6.M
Volcanic Geyser deals X damage to target creature or player.					
<b>Volcanic Hammer</b>	SOR	C	---	---	7
Volcanic Hammer deals 3 damage to target creature or player.					
<b>Volcanic Wind</b>	SOR	U	---	---	MM
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play as you play Volcanic Wind.					
<b>Vog Lizard</b>	SC	---	---	---	UZ
Ecto. Mountainwalk. 3/4.					
<b>Wake of Destruction</b>	SOR	R	---	---	UD
Destroy target land and all lands with the same name as that land.					
<b>Wall of Diffusion</b>	SC	C	---	---	TM
Wall of Diffusion may block as though it had shadow. 0/5.					
<b>Wall of Dust</b>	SC	U	---	---	4.1G
Whenever Wall of Dust blocks a creature, that creature can't attack during its controller's next turn. 1/4.					
<b>Wall of Earth</b>	SC	C	---	---	LG
0/5.					
<b>Wall of Fire</b>	SC	U	---	---	LUR.4.5.6.7
Wall of Fire gets +1/+4 until end of turn. 0/5.					
<b>Wall of Heat</b>	SC	C	---	---	CHLG
2/6.					
<b>Wall of Lava</b>	SC	U	---	---	IA
Wall of Lava gets +1/+1 until end of turn. 1/3.					
<b>Wall of Opposition</b>	SC	U	---	---	CHLG
Wall of Opposition gets +1/+0 until end of turn. 0/6.					
<b>Wall of Razors</b>	SC	U	---	---	SH
First strike. 4/1.					
<b>Wall of Stone</b>	SC	U	---	---	LUR.4.5
0/8.					
<b>War Cadence</b>	EN	U	---	---	MM
Creatures can't block this turn unless their controller pays 1 for each blocking creature he controls.					
<b>Warmonger</b>	SC	U	---	---	MM
Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability. 3/3.					
<b>Warpath</b>	INS	U	---	---	MM
Warpath deals 3 damage to each blocking creature and each blocked creature.					
<b>Wheel of Fortune</b>	SOR	R	---	---	LUR
Each player discards his hand and draws seven cards.					
<b>Whip Sergeant</b>	SC	U	---	---	PY
Target creature gains haste until end of turn. 2/1.					
<b>Wild Coloss</b>	SC	C	---	---	UD
Haste. 2/2.					
<b>Wild Jhovall</b>	SC	C	---	---	MM
3/3.					

## HOW TO BUILD A CHEAP MAGIC DECK

# DECK BUILDING 101

## Mystic Might

If you're in an all-*Odyssey* tourney or don't have the resources to build the speedy threshold deck we outlined on page 83, we still have you covered. This cheap variant will hang in there and have your graveyard full in no time.

**WHAT'S IN IT:** White's threshold cards aren't spectacular by themselves, but they've got great synergy. Though not on the level of rebels, these mystic creatures get fat in a flash and have many versatile abilities.

The creatures in this monowhite build all are fast and all have abilities that take advantage of threshold or help you get there quicker. The Patrol Hound and Tireless Tribe serve the second purpose, handily letting you pitch extra lands and creatures to the graveyard. Then there's the underrated Millikin, which also speeds you along to threshold.

Hallowed Healer helps keep your creatures—and you—alive. Nomad Decoy's tapping power is awesome once you've achieved threshold.

Aside from the Decoy, Kirtar's Desire fends off fatties while you wait, then renders the creatures it enchants incapable of blocking. Divine Sacrament—white's entry on our top 10 *Odyssey* cards list, makes your weenies look like giants.

**HOW TO PLAY:** It depends what you're up against. Creature-heavy decks will require you block their threats to fill the graveyard. Against slow decks, pitch away to Tireless Tribe and Patrol Hound. Try to play as quickly as possible. When in doubt, attack at all times.



**FAT IN A FLASH** Reach threshold and you're golden.

## the deck

### ARTIFACTS

4 Patrol Hound

4 Tireless Tribe

### WHITE SPELLS

4 Divine Sacrament

4 Kirtar's Desire

3 Ray Of Distortion

### LAND

21 Plains

3 Nomad Decoy

## MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ●WHITE ●LAND

ART	Artifact	EC	Enchant Creature	EW	Enchant World	LAN	Land	SL	Summon Legend
AC	Artifact Creature	EL	Enchant Land	INS	Instant	LL	Legendary Land	SOR	Sorcery
EA	Enchant Artifact	EN	Enchantment	LA	Legendary Artifact	SC	Summon Creature	SP	Split Card

1 Banned in Type 1 1 Restricted in Type 1 X Banned in Extended Banned in Block Format

**MAGIC FACT** City Of Traitors had eight different rare test foil versions—one for each of the five colors plus gold, land and artifact.



NAME	KIND	CR	PR	COST	SETS
<b>Wild Worm</b>	SC	U	•	•	TM
When Wild Worm comes into play, flip a coin. If you lose the flip, return Wild Worm to its owner's hand. 5/4.					
<b>Wild Research</b>	EN	R	•••	•••	AP
••• Search your library for an enchantment card and reveal it. Put it into your hand, then discard a card at random from your hand. ••• Search your library for a card at random from your hand. Put it into your hand, then discard a card at random from your hand.					
<b>Wildfire</b>	SDR	R	•••	•••	TJZ
Each player sacrifices four lands. Wildfire deals 4 damage to each creature.					
<b>Wildfire Emmissary</b>	SC	U	••••	••••	MG
Protection from white. •••• Wildfire Emmissary gets +1/+4 until end of turn. 2/4.					
<b>Winds of Change</b>	SDR	R	•••	•••	4.5.6
Each player shuffles his hand into his library, then draws a new hand of as many cards as he had before.					
<b>Windspeaker Centaur</b>	SC	R	••	••	PR
Attacking doesn't cause Windspeaker Centaur to tap. 2/2.					
<b>Winter Sky</b>	SDR	R	•	•	HT
Flip a coin. If you win the flip, Winter Sky deals 1 damage to each creature and each player. If you lose the flip, each player draws a card.					
<b>Worl</b>	UNS	U	•	•	5.1A.M
Destroy target Wall. It can't be regenerated. Word of Bidding deals damage equal to that Wall's converted mana cost to the Wall's controller.					
<b>Yowen Eftreet</b>	SC	R	••	••••	AN
Whenever you're attacked, flip a coin. If you lose the flip, Yowen Eftreet can't block to damage or play.					
<b>Zap</b>	UNS	C	••	••	IN
Zap deals 1 damage to target creature or player. Draw a card.					
<b>Zerapa Minotaur</b>	SC	C	••	••	PI
First strike. ••• Zerapa Minotaur loses first strike until end of turn. Any player may lose this ability. 3/3.					
<b>Zinnia of the Claw</b>	SC	R	••	•••	MG
••••• Search your library for a Dragon card and put that card into play. Then shuffle your library. That Dragon gets haste until end of turn. At end of turn, remove it from the game. 3/4.					

## WHITE

<b>Abbyh Gargoyles</b>	SC U	***	***	***	5.H
Flying, protection from red, 3/4.					
<b>Abbyh Malron</b>	SC C	***	***	***	1.H
●●●: Abbyh Malron gets +0/+3 until end of turn. 1/2.					
<b>Abeyance</b>	INS R	---	---	---	Wt
Until end of turn, target plays 1/2 play incidents, sorceries, or nonmana activated abilities. Draw a card.					
<b>Ablolith</b>	INS U	---	---	---	Py
You may discard a plains from your hand instead if playing. Ablolith's mana cost. Destroy target artifact or enchantment.					
<b>Absolute Grace</b>	EN U	---	---	---	---
All creatures have protection from black.					
<b>Absolute Law</b>	SC C	---	---	---	Uz
All creatures have protection from red.					
<b>Abu Ja'far</b>	SC U	---	---	---	Ch
When Abu Ja'far is put into a graveyard from play during combat, destroy all creatures if blocked or that blocked it this turn. They can't be regenerated. 0/1.					
<b>Academy Rector</b>	SC R	---	---	---	UD
If you return Academy Rector to play from a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play, then shuffle your library. 1/2.					
<b>Adarkar Unicorn</b>	SC C	---	---	---	IA
●●: Add other ● or ● or ● and one colorless mana to your mana pool. This mana is usable only to pay for cumulative upkeep costs.					
<b>Advance Scout</b>	SC C	---	---	---	TM
First strike. ●●: Target creature gains first strike until end of turn. 1/1.					
<b>Afterlife</b>	INS U	---	---	---	MM
Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature taken with flying into play.					
<b>Akroma</b>	SC C	---	---	---	5.C.1G
Except for Akroma's legendary and artifact creatures, creatures you control can't attack 8/4.					
<b>Alabaster Dragon</b>	SC R	---	---	---	Wt
Flying. If Alabaster Dragon would be put into a graveyard from play, shuffle Alabaster Dragon into its owner's library instead. 4/4.					
<b>Alabaster Leech</b>	SC R	---	---	---	IN
White spells you play cost ● more to play 1/3.					
<b>Alabaster Potion</b>	INS C	---	---	---	4.5.1E
Choose one—largest player gains X life; or prevent the next X damage that would be dealt to target creature or player this turn.					
<b>Alabaster Wall</b>	SC C	---	---	---	MM
●●: Prevent the next 1 damage that would be dealt to target creature or player this turn. 0/4.					
<b>Alarum</b>	INS C	---	---	---	MG
Unlump target playing creature. It gets +1/+3 until end of turn.					
<b>Alley</b>	INS SC	---	---	---	EX
Backstab. ●●: Destroy target enchantment.					
<b>Alms</b>	---	---	---	---	---
●●: Remove the top card in your graveyard from the game. Prevent the next 1 damage that would be dealt to target creature this turn.					
<b>Amour Kithkin</b>	SC C	---	---	---	4.1S
Amour Kithkin can't be blocked by creatures with power 3 or greater. 1/1.					
<b>Angel Mercy</b>	SC U	---	---	---	IN
Flying. When Angel of Mercy comes into play, you gain 3 life. 3/3.					
<b>Angelife Crusader</b>	SC C	---	---	---	AP
●●: Angelife Crusader gets +1/+0 until end of turn. 2/3.					
<b>Angelic Blessing</b>	SDR C	---	---	---	EX
Target creature gets +3/+3 and gains flying until end of turn.					
<b>Angelic Chorus</b>	EN R	---	---	---	Uz
Whenever a creature comes into play under your control, you gain life equal to its toughness.					
<b>Angelic Fury</b>	SC C	---	---	---	UL
Flying, protection from artifacts. 1/1.					
<b>Angelic Favor</b>	INS	---	---	---	NE
If you control a plains, you may tap an untapped creature you control instead of paying Angelic Favor's mana cost. Play Angelic Favor only during combat. Put a 4/4 white Angelic Favor token with flying into play. Remove it from the game at end of turn.					
<b>Angelic Page</b>	SC C	---	---	---	7.UZ
Flying. ●●: Target attacking or blocking creature gets +1/+1 until end of turn. 1/1.					
<b>Angelic Protector</b>	SC U	---	---	---	---

NAME	KIND	CR	PR	COST	SETS
Flying Whisperer	Angelic Protector	becomes the target of a spell or Abnegate	Angelus	Protects	cast +D/+3 until end of turn 2/72.
Angelic Renewal	EN	C	---	***	WL
Whenever a creature is put into your graveyard from play you may sacrifice Angelic Renewal. If you do, return that creature to play.					
Angelic Voices	EN	R	---	***	CHLG
Creatures you control get +1/+1 as long as all nonartifacts creatures you control are white.					
Angry Mob	SC	U	---	---	4.5DK
Intangible. During your turn, your Mob's power and toughness are each equal to 2 plus the number of swarms all opponents control. Otherwise, Angry Mob's power and toughness are each 2. 2+/12+.					
Animate Wall	EL	R	---	---	1,UR4.5.6
Enchanted creature may attack as though it weren't a Wall.					
Anticard	---	---	---	---	TM
Bantuck • Prevent the next 3 damage that would be dealt to target creature this turn.					
Archangel	SC	R	---	***	6.VS
Flying. Archangel doesn't cause Archangel to b.p. 5/5.					
Archery training	EL	U	---	---	UD
At the beginning of your turn, you may add an arrow counter on Archery training. Enchanted creature has: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery training that created this ability.					
Arctic Foxes	SC	C	---	---	IA
Foxes with power 2 or greater can't block Arctic. Focuses on your last defending player controls a snow-covered land, 1/1.					
Ardent Militia	SC	U	---	---	6.7WL
Attacking doesn't cause Ardent Militia to b.p. 2/5.					
Ardent Soldier	SC	C	---	---	IN
Kicker • Attacking doesn't cause Ardent Soldier to b.p. If you lose the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it. 1/72.					
Arenson's Aura	EN	C	---	---	5.IA
Sacrifices an enchantment: Destroy target enchantment.					
• • • Counter target enchantment spell.					
Argivian Archangel	SC	R	---	---	AQ

NAME	KIND	CR	PR	COST	SETS
<b>Avatar</b> ♀ If you do, you gain 1 life. 2/3.	SC	R	---	---	---
<b>Flying.</b> If you have 3 life or less. Avatar of Hope costs less to play. Avatar of Hope may block any number of creatures. 4/3.	SC	R	---	---	---
<b>Avenge</b> ♀-♂ Discard a card from your hand. Remove target, attacking creature from the game. Its controller gains life equal to its toughness. 1/1.	SC	R	---	---	---
<b>Avenging Angel</b> SC R --- ♀-♂	SC	R	---	---	---
<b>Flying.</b> If Avenging Angel would be put into a graveyard from play, you may put Avenging Angel on top of its owner's library instead. 3/3.	SC	C	---	---	---
<b>Hyphen Bureaucrats</b> SC C --- ♀-♂	SC	C	---	---	---
♂: Tap target creature with power 2 or less. 1/1.	SC	R	---	---	---
<b>Hyphen Crusader</b> SC R --- ♀-♂	SC	R	---	---	---
Hyphen Crusader's power and toughness are each equal to 2 plus the number of heroes you control. 2+12/2+.	EN	R	---	---	---
White creatures have plainswalk.	SC	R	---	---	---
<b>Balance</b> SOR R -----	SC	R	---	---	---
Except the player who controls the fewest lands, each player sacrifices lands until all players control the same number of lands as the player who controls the fewest. Players do so in any order. 4/4.	SC	R	---	---	---
<b>Balistas Squad</b> SC U --- ♀-♂	SC	R	---	---	---
♂-♂: Balistas Squad deals X damage to target attacking or blocking creature. 2/2.	NS	C	---	---	---
<b>Bandage</b> INS C --- ♀-♂	NS	C	---	---	---
Prevent the next 1 damage that would be dealt to target creature or player this turn. Draw a card.	INS	U	---	---	---
<b>Battle Cry</b> U --- ♀-♂	INS	U	---	---	---
Untap all white creatures you control. Whenever a creature walks this turn, it gets +0/+1 until end of turn.	SC	R	---	---	---
<b>Beast Walkers</b> SC U --- ♀-♂	SC	R	---	---	---
♂-♂: Beast Walkers gets banding until end of turn. 2/2.	NS	C	---	---	---
<b>Kicker</b> ♀-♂: When Berserk Enraptured comes into play, if you paid the kicker cost, destroy target land. 1/4.	SC	U	---	---	---
<b>Benalish Herald</b> SC U --- ♀-♂	SC	U	---	---	---
♂-♂: Draw a card. 2/4.	SC	C	---	---	---
<b>Benalish Hero</b> SC C --- ♀-♂	SC	C	---	---	---

NAME	MIND	CR	PR	COST	SETS
Enchanted creature can be blocked by blue creatures. Enchanted creature gets +2/+2 as long as an opponent controls a blue permanent.					
<b>Blue Ward</b>	EC	U	---	◆◆	LUR4
Enchanted creature gains protection from blue.					
<b>Brainweave</b>	EC	U	---	◆◆	4.5DM
Enchanted creature can't attack unless its controller pays.					
<b>Breath of Life</b>	SOR	U	---	◆◆◆	7
Return target creature card from your graveyard to play.					
<b>Brilliant Halo</b>	EC	C	---	◆◆◆	U2
Enchanted creature gets +1/+2. When Brilliant Halo is put into a graveyard from play, return Brilliant Halo to its owner's hand.					
<b>Burst of Energy</b>	INS	C	---	◆◆◆	U4
Untap target permanent.					
<b>Call to Arms</b>	EN	C	---	◆◆	U4
As Call to Arms comes into play, choose a color. While creature gets +1/+1. When any one opponent controls as many or more cards of a single color than the chosen color, sacrifice Call to Arms.					
<b>Calming Lull</b>	SC	U	---	◆◆◆	SH
◆ Calming Lull loses all abilities and becomes an artifact creature with "Enchanted creature can't attack." Enchant target creature with Calming Lull. If Calming Lull enchants a creature, you may pay ◆ to end this effect. 2/2.					
<b>Camel</b>	SC	C	---	◆◆	AN
Binding. Perpetual all damage that would be dealt by Dietsirs to any creature is banded with Camel. 0/1.					
<b>Capashen Knight</b>	SC	C	---	◆◆	U4
First strike. ◆◆ Capashen Knight gets +1/+1 until end of turn. 1/1.					
<b>Capashen Standard</b>	EC	C	---	◆◆	UB
Enchanted creature gets +1/+1. ◆ Sacrifice Capashen Standard. Draw a card.					
<b>Capashen Templar</b>	SC	C	---	◆◆◆	U4
◆ Capashen Templar gets +0/+1 until end of turn. 2/2.					
<b>Capashen Unicorn</b>	SC	C	---	◆◆	AN
◆◆ Capashen Unicorn: Destroy target artifact or enchantment. 1/1.					
<b>Carriage Passage</b>	EL	---	---	◆◆	5JA
Carriage Passage can enchant only a land you control.					

# STUMPERS



**Q:** What happens if Bomb Squad blows up a Charging Troll but the Troll regenerates?

**A:** You resolve as much of the Bomb Squad effect as possible. The troll remains in play, but it loses all of its fuse counters and deals four damage to its controller.

<b>ignition Blacksmith</b>	SC	C	•	•	•	•	•	•	AQ
• Prevent the next 2 damage that would be dealt to target artifact creature this turn. 2/2									
<b>ignition Flare</b>	INS	U	•	•	•	•	•	•	WL
Return target artifact or enchantment card from your graveyard to hand.									
<b>ignited Destroy</b>	SOR	R	•	•	•	•	•	•	LUR,4,5
Destroy all lands.									
<b>Immortise</b>	EN	R	•	•	•	•	•	•	NM
• • • • • You draw a card and target opponent gains 3 life.									
<b>Immer of Faith</b>	EC	C	•	•	•	•	•	•	5JA
Enriched creature gets +1/+1 until end of turn. • • • • • Enriched creature gets +1/+1 until end of turn.									
<b>Iron Survivor</b>	SC	U	•	•	•	•	•	•	TM
All Survivors have: This creature gets +0/+1 until end of turn. 2/2.									
<b>Immured Pegasus</b>	SC	•	•	•	•	•	•	•	6TM
Flying 1/2.									
<b>Immune of Alchemy</b>	INS	C	•	•	•	•	•	•	AN
Attacking creatures get +2/+0 until end of turn.									
<b>Immortal</b>	EC	U	•	•	•	•	•	•	NM
Enriched creature can't attack or block, and its activated abilities can't be played.									
<b>Immortal Ward</b>	EC	C	•	•	•	•	•	•	AQ
Enriched creature has protection from artifacts.									
<b>Imperial, Samite Master</b>	SC	•	•	•	•	•	•	•	IN
• • • • • Choose one. Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way. 2/3.									
<b>Imperial Blast</b>	INS	C	•	•	•	•	•	•	PS
Target target enchantment. Draw a card.									
<b>Imperial Fracture</b>	EC	C	•	•	•	•	•	•	PY
Sacrifice a land. Destroy target enchantment.									
<b>Imperial of Silence</b>	EN	U	•	•	•	•	•	•	WL
Artifact and enchantment spells your opponents play cost • • • • • more to play. Sacrifice Aura of Silence. Destroy target artifact or enchantment.									
<b>Imperial Sacrifice</b>	SC	R	•	•	•	•	•	•	TM
Sacrifice an enchantment. Aurolog gets +2/+2 until end of turn. 1/2.									
<b>Imperial Griffin</b>	SC	C	•	•	•	•	•	•	PS
Flying. • • • • • Target permanent becomes white until end of turn. 2/2.									
<b>Imperial Ancestor</b>	SC	R	•	•	•	•	•	•	MC
When Ascisspious Ancestor is put into a graveyard from play, you gain 3 life. Whenever a white spell is played, you may									

<b>Benish Infantry</b>	SC C -- ●●●	WL
Banding 1/3.		
<b>Benish Knight</b>	SC C --- ●●●	WL
First strike: You may play Benish Knight any time you could play an instant. 2/2.		
<b>Benish Lancer</b>	SC C --- ●●●	IN
Kicker ●●● If you paid the kicker cost, Benish Lancer comes out play with two +1/+1 counters on it and R with first strike. 2/2.		
<b>Benish Missionary</b>	SC C --- ●●●	WL
●●●●● Prevent all combat damage that would be dealt by target blocked creature this turn. 1/1		
<b>Benish Trapper</b>	SC C --- ●●●	IN
Target creature gets -1/-1 counters if able.		
<b>Benovolt Unicorn</b>	SC C --- ●●●	MG
If a spell would deal damage to a creature or player, it deals that much damage minus 1 to that creature or player instead. 1/2.		
<b>Black Scarab</b>	EC U --- ●●●	IA
Enchanted creature can't be blocked by black creatures. Enchanted creature gets +2/+2 as long as an opponent controls a black permanent.		
<b>Black Ward</b>	EC U -- ●●●	LUR,4
Enchanted creature gains protection from black.		
<b>Blaze of Glory</b>	INS R --- ●●●	LU
Target creature may kill any number of creatures this turn by dealing each attacking creature if able.		
<b>Blessed Reverser</b>	INS R --- ●●●	BL
You can 3 life for each creature attacking you.		
<b>Blessed Wind</b>	SOR R --- ●●●●	PY
Target player's life total becomes 20.		
<b>Blessed Wine</b>	INS C --- ●●●	5UA
You gain 1 life. Draw a card at the beginning of the next turn upkeep.		
<b>Blessing</b>	EC R --- ●●●	LUR,4
●●● Enchanted creature gets +1/+1 until end of turn.		
<b>Blinding Angel</b>	SC R --- ●●●	NE
Playing, then Blinding Angel deals combat damage to a player. If player plays it, next combat phase. 2/4.		
<b>Blind Unicorn</b>	SOR U --- ●●●	6JA
Tap all nonwhite creatures.		
<b>Blinking Spirit</b>	SC R --- ●●●	ME,N
●●● Return Blinking Spirit to its owner's hand. 2/2.		
<b>Blood of the Martyr</b>	INS U --- ●●●	GHDK
Until end of turn, if damage would be dealt to a creature, you may have that creature deal that damage to you instead.		
<b>Blue Scarab</b>	EC U --- ●●●	5JA

Enchanted land has **•••••** Put a 0/1 white **Caribou** creature token into play. Sacrifice a Caribou. You gain 1 life.

**Carrier Pigeon** **EN** **U** **•••••** **AI**  
When Carrier Pigeons comes into play, draw a card at the beginning of the next turn's upkeep. 1/1.

**Castles** **EN** **U** **•••••** **LUR** 5.6.7  
Untapped creatures you control get +0/+2.

**Cataclysm** **SOR** **R** **•••••** **EX**  
Each player chooses from the permanents he controls an artifact, a creature, an enchantment, and a land, then sacrifices them all the next turn.

**Catastrophes** **SOR** **R** **•••••** **U**  
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated.

**Celestial Convergence** **EN** **R** **•••••** **PY**  
Celestial Convergence comes into play with seven other counters on it. At the beginning of your upkeep, remove an artifact, a creature, an enchantment, or a land from the other counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

**Celestial Dawn** **EN** **R** **•••••** **6.MC**  
Nonland cards you own that aren't in play are white. Nonland permanents you control are white. Lands you control are white. Colored mana symbols on all of these cards and permanents are **•**.

**Cessation** **EC** **C** **•••••** **UI**  
Enchanted creature that attack. When Cessation is put into a graveyard from play, return Cessation to its owner's hand.

**Change of Heart** **INS** **C** **•••••** **SH**  
Boycott **•••••** target creature can't attack this turn.

**Charming Pidgein** **SC** **C** **•••••** **EX**  
When Charming Pidgein attacks, it gets +0/+3 until end of turn 2/2.

**Charm Peddler** **SC** **C** **•••••** **MM**  
**•••••** Discard a card from your hand. The next time a source of your choice would deal damage to target creature this turn, prevent that damage. 1/1

**Charmed Griffin** **SC** **C** **•••••** **MM**  
Whenever you Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his hand. 3/3.

**Chiefain en-Chai** **SC** **U** **•••••** **NE**  
Whenever Chiefain en-Chai attacks, attacking creatures gain first strike until end of turn. 2/2.

**Chio-Arrim Alchemist** **SC** **R** **•••••** **MM**  
Whenever Chio-Arrim Alchemist comes from your hand, the next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life. 1/1.

**Chio-Arrim Bruiser** **SC** **R** **•••••** **MM**  
Whenever Chio-Arrim Bruiser attacks, you may tap up to two target creatures. 3/4.

**Chio-Arrim Legate** **SC** **U** **•••••** **MM**  
Prisoner from the block. If an opponent controls a Swamp and you control a Plains, you may play Chio-Arrim Legate without paying its mana cost. 1/2.

**Chio-Manno, Revolutionary** **SC** **R** **•••••** **MM**  
Prevent all damage that would be dealt to Chio-Manno. Revolutionary. 2/2.

**Chio-Manno's Blessing** **EC** **C** **•••••** **MM**  
You may play Chio-Manno's Blessing any time and it could affect you. As Chio-Manno's Blessing comes into play, you may play a choice a card. Enchanted creature has protection from the chosen color. This effect doesn't remove Chio-Manno's Blessing.

**CoP: Artifacts** **EN** **U** **•••••** **4.5AQ**  
**•••••** The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.  
**•••••** The next time a black source of your choice would deal damage to you this turn, prevent that damage. LUR 4.5.6.7QM

**CoP: Blue** **EN** **C** **•••••** **LUR** 4.5.6.7QM  
**•••••** The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

**CoP: Green** **EN** **C** **•••••** **LUR** 4.5.6.7QM  
**•••••** The next time a green source of your choice would deal damage to you this turn, prevent that damage.

**CoP: Red** **EN** **C** **•••••** **LUR** 4.5.6.7QM  
**•••••** The next time a red source of your choice would deal damage to you this turn, prevent that damage.

**CoP: Shadow** **EN** **C** **•••••** **MM**  
**•••••** The next time a creature of your choice would deal damage to you this turn, prevent that damage.

**CoP: White** **EN** **C** **•••••** **LUR** 4.5.6.7QM  
**•••••** The next time a white source of your choice would deal damage to you this turn, prevent that damage.



NAME	KIND	CR	PR	COST	SETS
------	------	----	----	------	------

NAME	KIND	CR	PR	COST	SETS
<b>Defiant Falcon</b>	SC	C	---	◆◆◆	N
Flying. ◆◆◆ Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 1/1.					
<b>Defiant Vanguard</b>	SC	U	---	◆◆◆	N
When Defiant Vanguard blocks, at a time of combat, destroy it and all creatures it blocked this turn. ◆◆◆ Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library. 2/2.					
<b>Dega Discipline</b>	SC	C	---	◆◆◆	AI
◆◆◆ Target creature gets -2/0 until end of turn.					
◆◆◆ Target creature gets +2/+4 until end of turn. 1/1.					
<b>Dega Sanctuary</b>	EN	U	---	◆◆◆	AI
At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.					
<b>Degrevolver</b>	SC	C	---	◆◆◆	AI
Kicker ◆◆◆ and/or ◆◆◆ If you paid the ◆◆◆ kicker cost, Degrevolver comes into play with two +1/+1 counters on it and has "Play 3 life: Regenerate Degrevolver." If you paid the ◆◆◆ kicker cost, Degrevolver comes into play with a +1/+1 counter on it and has last strike. 1/1.					
<b>Devout Harpist</b>	SC	C	---	◆◆◆	AI
◆◆◆ Destroy target enchant creature. 1/1.					
<b>Devourer of Secrets</b>	SC	C	---	◆◆◆	MI
◆◆◆ Discard a card from your hand; Destroy target artifact or enchantment. 2/2.					
<b>Disciple of Grace</b>	SC	C	---	◆◆◆	AI
Protection from black. Cycling ◆◆◆ 1/2.					

**Disciple of Kanjee** SC C \*\*\* \*\* P  
 • • • • • target creature gets flying and becomes blue until  
 end of turn 2/2.

**Disciple of Law** SC C \*\* \*\* \*  
 Protection from red. Cycling // 1/2.

**Disempower** INS C \*\*  
 Put target artifact or enchantment on top of its  
 owner's library.

**Disenchant** INS C \*\*\*\*\* LURAS  
 Destroy target artifact or enchantment. Also: A.M.G.T.U.M.

**Dismantling Blow** INS C \*\*  
 • • • • • Micker // • • • • • Destroy target artifact or enchantment. If you  
 cast the spell, you deal 1 damage to each creature.

**Disversary Tactics** EN U \*\* \* \*  
 Tap two unattached creatures you control: Tap creature

**Divine Intervention** EN R \*\* \* \* \*  
 Divine intervention comes into play with two intervention  
 counters on it. At the beginning of your upkeep, remove an  
 intervention counter from Divine Intervention. If you remove  
 the last intervention counter, the game is a draw.

**Divine Light** SOR C \* \* \*  
 Prevent all damage that would be dealt this turn to creature  
 you control.

**Divine Offering** INS C \*\* \* \* \* SLEM  
 Destroy target artifact. You gain life equal to its converted  
 mana cost.

**Divine Presence** EN R \* \* \* \*  
 If a source would deal 4 damage or more to a creature or  
 player, that source deals 3 damage to that creature or  
 player instead.

**Divine Retribution** INS R \*\* \* \* \* M  
 Divine Retribution deals to target attacking creature damage  
 equal to the number of attacking creatures.

**Divine Transformation** EC C \*\* \* \* \* \* 4.5/L  
 • • • • • Enchanted creature gets +3/+3.

**Diving Griffin** SC C \*\* \* \* \*  
 Flying. Attacking doesn't cause Diving Griffin to tap 2/2.

**Dominate** EN R \* \* \* \*  
 Until end of turn, creatures you control gain protection from  
 white if you control a plains, from blue if you control an  
 island, from black if you control a swamp, from red if you  
 control a mountain, and from green if you control a forest.

**Drought** EN U \* \* \*  
 At the beginning of your upkeep, sacrifice Drought unless  
 you pay 1. As an additional cost to play spells with • in  
 their mana costs, sacrifice a swamp for each • in that cost.

**Duskbird Falcon** SC C \* \* \*  
 Flying, Protection from black 1/1.

NAME	KIND	CR	PR	COST	SETS
Dust To Dust	SOR	U	---	***	5/D
Remove two target artifacts from the game.					
Enger Cadet	SC	C	*	*	
1/1					
Ekdun Griffin	SC	C	---	---	6/M
Flying, first strike, 2/2.					
Elder Land Wurm	SC	R	*	*****	4/L
trample. Elder Land Wurm can't attack unless it blocked a creature before this combat. 5/5.					
Elite Archers	SC	R	*	***	2/L
* Elite Archers deals 3 damage to target attacking or blocking creature. 3/3.					
Elite Jewelweaver	SC	C	**	***	7/T
Whenever Elite Jewelweaver blocks, it deals 1 damage to target blocking creature.					
Elvish Healer	SC	C	---	**	1/L
* Prevent the next 1 damage that would be dealt to target creature or player this turn. If that creature is green, prevent the next 2 damage instead. 1/2.					
Empyrial Arm	EC	C	----	*****	W
Enchanted creature gets $\lceil N \rceil \times X$ , where $X$ is the number of cards in your hand.					
Enchanted Being	SC	C	*	*****	1/L
Prevent all combat damage that would be dealt to Enchanted Being by enchanted creatures. 2/2.					
Enduring Renewal	EN	R	---	***	1/L
Play with your hand revealed. If you would draw a card, reveal it instead. If that card is a creature card, put it into your graveyard. Otherwise draw it. A creature would					

**Dungeons & Dragons**

*"The Art of the Fantasy Game is a treasure trove of information for anyone interested in the art of the fantasy game."*

—CROWD

**Artifacts**

3, 6: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

*"Memory is a burden that weighs at the soul as weather weighs at stone."*

—Crowd

**Stone's the mother of library depletion. But it can be a bitch to rambozzle can make life a bit easier, the process. It also offers the ver- of need be.**

put into your graveyard from play, put that creature into your hand instead.

**Energy Storm** EN R ---- \* \* \*  
Cumulative upkeep: Prevent all damage that would be dealt by instant and sorcery spells. Creatures with flying can't untangle during their controller's untap step.

**Enlightened Tolar** INS U ----- 6M  
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

**Enlightenment Officer** SC U --- \* \* \*  
First strike. When Enlightenment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library 2/3.

**Entangler** EC U -- \* \* \* \*  
Enchanted creature may block any number of creatures.

**Equipinox** EL C -- \* \* \*  
Enchanted land has: "The next time this turn target spell's effect would destroy or deal lethal damage to a land you control, counter that spell instead."

**Equipnoize** EN R - \* \* \*  
At the beginning of your upkeep, for each artifact target player controls in excess of the number you control, choose an artifact he controls. Repeat this process for creatures as lands. The chosen permanents phase out.

**Erase** INS C --- \*  
Remove target enchantment from the game.

**Errand of Duty** INS C -- \* \* \*  
Put a 1/1 white Knight creature token with banding into play.

**Ethereal Chameleon** SC R --- \* \* \* \* \* 6M  
Pay 1 life: Prevent the next 1 damage that would be dealt by Ethereal Chameleon this turn. 3/4.

**Excited Dragon** SC R -- \* \* \* \*  
Flying. Each turn, Excited Dragon can't attack unless you sacrifice a land. 3/5.

**Excise** INS C -- \* \* \*  
Remove target attacking creature from the game unless its controller pays 6.

**Exile** INS R --- \* \* \* \* 6  
Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

**Exorcized** SC R --- \* \* \* \*  
\* \* \* \* Destroy target black creature. 1/1.

**Expendable Troops** SC C --- \* \* \*  
\* \* \* Sacrifice Expendable troops: Expendable Troops deals damage to target attacking or blocking creature. 2/1.

**Eye For An Eye** INS R --- \* \* \* \* 4.5M  
Eye for an eye deals X damage to the controller of an

<b>ART</b> Artifact	<b>EC</b> Enchant Creature	<b>EW</b> Enchant World	<b>LAN</b> Land	<b>SL</b> Summon Legend
<b>AC</b> Artifact Creature	<b>EL</b> Enchant Land	<b>INS</b> Instant	<b>LL</b> Legendary Land	<b>SOR</b> Sorcery
<b>EA</b> Enchant Artifact	<b>EN</b> Enchantment	<b>LA</b> Legendary Artifact	<b>SC</b> Summon Creature	<b>SP</b> Split Card







# MAGIC The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
get creature card from your graveyard to play 2/2.					
<b>Keeper of the Light</b> SC U • • • • •	SC	U	•	•	•
• • • • • You gain 3 life. Play this ability only if you have less than 1 than an opponent. 1/2					
<b>Keepers of the Faith</b> SC C • • • • •	SC	C	•	•	•
2/3					
<b>Kelsim Ranger</b> SC C • • • • •	SC	C	•	•	•
• • • • • Target green creature gains first strike until end of turn. 1/1					
<b>King Suleiman</b> SC R • • • • •	SC	R	•	•	•
• • • • • Destroy target Elf or Dwarf. 1/1.					
<b>Kismet</b> EN U • • • • •	EN	U	•	•	•
4.5/6.6					
Artifacts, creatures and lands your opponents control come into play tapped.					
<b>Kithkin Armor</b> SC C • • • • •	SC	C	•	•	•
Enchanted creature can't be blocked by creatures with power 3 or greater. Sacrifice Kithkin Armor. The next time a source of your choice would deal damage to enchanted creature this turn, prevent that damage.					
<b>Kjeldoran Elite Guard</b> SC U • • • • •	SC	U	•	•	•
2/3					
• • • • • Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat. 2/2					
<b>Kjeldoran Escort</b> SC C • • • • •	SC	C	•	•	•
Banding 2/3					
<b>Kjeldoran Guard</b> SC C • • • • •	SC	C	•	•	•
• • • • • Target creature gets +1/+1 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Guard. Play this ability only during combat and only if defending player controls no snow covered lands. 1/1					
<b>Kjeldoran Home Guard</b> SC U • • • • •	SC	U	•	•	•
At end of combat, if Kjeldoran Home Guard attacked or blocked this turn, put a 0/1 counter on it and put a 0/1 white Deserter creature token into play. 1/6					
<b>Kjeldoran Knight</b> SC R • • • • •	SC	R	•	•	•
Banding 2/3					
• • • • • Kjeldoran Knight gets +1/+1 until end of turn. • • • • • Kjeldoran Knight gets +0/+2 until end of turn. 1/1					
<b>Kjeldoran Phoenix</b> SC R • • • • •	SC	R	•	•	•
Banding, first strike 2/5					
<b>Kjeldoran Pride</b> EC C • • • • •	EC	C	•	•	•
Enchanted creature gets +1/+2. • • • • • Move Kjeldoran Pride to target creature.					
<b>Kjeldoran Royal Guard</b> SC R • • • • •	SC	R	•	•	•
Banding 2/3					
• • • • • A1 combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead. 2/5					
<b>Kjeldoran Skycaptain</b> SC U • • • • •	SC	U	•	•	•
Banding, flying first strike 2/2					
<b>Kjeldoran Skyknight</b> SC C • • • • •	SC	C	•	•	•
Banding, flying first strike 1/1					
<b>Kjeldoran Warrior</b> SC C • • • • •	SC	C	•	•	•
Banding, 1/1					
<b>Knight Errant</b> SC C • • • • •	SC	C	•	•	•
2/2					
<b>Knight of Dawn</b> SC U • • • • •	SC	U	•	•	•
First strike. • • • • • Knight of Dawn gains protection from the color of your choice until end of turn. 2/2					
<b>Knight of Valor</b> SC C • • • • •	SC	C	•	•	•
Flanking. • • • • • Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Play this ability only once each turn. 2/2					
<b>Knighthood</b> EN U • • • • •	EN	U	•	•	•
2/3					
• • • • • Creates you control have first strike.					
<b>Knights of Thorn</b> SC R • • • • •	SC	R	•	•	•
Banding, protection from red. 2/2					
<b>Kor Chant</b> INS C • • • • •	INS	C	•	•	•
All damage that would be dealt this turn to target creature you control from a source of your choice is dealt to another target creature instead.					
<b>Lance</b> EC U • • • • •	EC	U	•	•	•
Enchanted creature has first strike.					
<b>Lancers on-Kor</b> SC U • • • • •	SC	U	•	•	•
Trample. • • • • • The next 1 damage that would be dealt to Lancers on-Kor this turn is dealt to target creature you control instead. 3/3					
<b>Land Tax</b> EN R • • • • •	EN	R	•	•	•
At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic and cards reveal them, and put them into your hand. If you do, shuffle your library.					
<b>Lashknife</b> EC C • • • • •	EC	C	•	•	•
If you control a plains, you may tap an untapped creature you control instead of paying Lashknife's mana cost. Enchanted creature has first strike.					
<b>Lashknife Barrier</b> EN U • • • • •	EN	U	•	•	•
When Lashknife Barrier comes into play, draw a card. If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.					
<b>Last Breath</b> SC R • • • • •	SC	R	•	•	•
Remove target creature with power 2 or less from the game. Its controller gains 4 life.					
<b>Lawbringer</b> SC C • • • • •	SC	C	•	•	•
Sacrifice Lawbringer. Remove target red creature from the game. 2/2					
<b>Leeches</b> SC R • • • • •	SC	R	•	•	•
Target player loses all poison counters. Leeches deals 1 damage to that player for each poison counter removed this way.					
<b>Liberate</b> INS U • • • • •	INS	U	•	•	•
Remove target creature you control from the game. At end of turn return that card to play under its owner's control.					
<b>Lifeline</b> EN R • • • • •	EN	R	•	•	•
Whenever a mountain an opponent controls becomes tapped, you gain 1 life.					
<b>Light of Day</b> EN U • • • • •	EN	U	•	•	•
Black creatures can't attack or block.					
<b>Lightbringer</b> SC C • • • • •	SC	C	•	•	•
Sacrifice Lightbringer. Remove target black creature from the game. 2/2					
<b>Lightning Bolt</b> INS R • • • • •	INS	R	•	•	•

NAME	KIND	CR	PR	COST	SETS
Target creature gains first strike until end of turn. Draw a card at the beginning of the next turn's upkeep.					
<b>Limited Resources</b> EN R • • • • •	EN	R	•	•	•
When Limited Resources comes into play, each player chooses five lands he controls and sacrifices the rest. Players can't play lands if there are ten or more lands in play.					
<b>Lin Shivi</b> SC R • • • • •	SC	R	•	•	•
4					
• • • • • Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library. • • • • • Put target Rebel card from your graveyard on the bottom of your library. 1/3					
<b>Longbow Archer</b> SC U • • • • •	SC	U	•	•	•
6/7VS					
First strike. Longbow Archer may block as though it had flying. 2/2					
<b>Lost Order of Jarkeld</b> SC R • • • • •	SC	R	•	•	•
As Lost Order of Jarkeld comes into play, choose an opponent. Lost Order of Jarkeld's power and toughness are each equal to 1 plus the number of creatures that opponent controls. 1+1					
<b>Mageta the Lion</b> SL R • • • • •	SL	R	•	•	•
4					
• • • • • Discard two cards from your hand. Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated. 3/3					
<b>Mageta's Bow</b> EC C • • • • •	EC	C	•	•	•
You may play Mageta's Bow any time you could play an instant. Enchanted creature gets +1/+2.					
<b>Manacles of Decay</b> EC C • • • • •	EC	C	•	•	•
Enchanted creature can't attack. • • • • • Enchanted creature gets -1/-1 until end of turn. • • • • • Enchanted creature can't block this turn.					
<b>Mangara's Blessing</b> INS U • • • • •	INS	U	•	•	•
You gain 5 life. Whenever a spell or ability controlled by an opponent causes you to discard Mangara's Blessing, you					



gain 2 life, and you return Mangara's Blessing from your graveyard to your hand at end of turn.

**Mangara's Equity** EN U • • • • •

As Mangara's Equity comes into play, choose black or red. At the beginning of your upkeep, sacrifice Mangara's Equity unless you pay • • • • • Whenever a creature of the chosen color deals damage to you or a white creature you control, Mangara's Equity deals X damage to that creature, where X is equal to the damage dealt to you or the white creature.

**Marble Titan** SC R • • • • •

Marble Titans with power 3 or greater don't untap during their controller's untap steps. 3/3

**March of Souls** SC R • • • • •

Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

**Martyr's Cause** EN U • • • • •

Sacrifice a creature. The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

**Martyr's Cry** SC R • • • • •

Remove all white creatures from the game. For each white creature removed this way, its controller draws a card.

**Martyrdom** INS C • • • • •

Until end of turn, target creature you control gains • • • • • The next 1 damage that would be dealt to target creature or player this turn is dealt to this creature instead. Only you may play this ability.

**Martyrs of Korlis** SC U • • • • •

If an artifact would deal damage to you and Martyrs of Korlis is tapped, that damage is dealt to Martyrs of Korlis instead. 1/6

**Mask of Law and Grace** EC C • • • • •

Enchanted creature has protection from black and protection from red.

**Master Decoy** SC C • • • • •

Tap target creature. 1/2

**Master Healer** SC R • • • • •

Prevent the next 4 damage that would be dealt to target creature or player this turn. 1/4

**Master of Arms** SC U • • • • •

First strike. • • • • • Tap target creature blocking Master of Arms. 2/2

**Miesse Spirit** SC U • • • • •

Flying, protection from black. 3/3

**Misery** SC R • • • • •

Prevent all damage that would be dealt by Menorables to you this turn. Any player may play this ability. 3/3

**Mercenary Informer** SC R • • • • •

Mercenary Informer can't be the target of black spells or abilities from a black source. • • • • • Put target Mercenary

NAME	KIND	CR	PR	COST	SETS
on the bottom of its owner's library. 2/1.					
<b>Mesa Falcon</b> SC C • • • • •	SC	C	•	•	•
5.6HL					
Flying. • • • • • Mesa Falcon gets +0/+1 until end of turn. 1/1					
<b>Mesa Pegasus</b> SC C • • • • •	SC	C	•	•	•
LUR.4.5					
Flying, banding. 1/1					
<b>Mine Bearer</b> SC C • • • • •	SC	C	•	•	•
Py					
Sacrifice Mine Bearer. Destroy target attacking creature. 1/1					
<b>Miracle Worker</b> SC C • • • • •	SC	C	•	•	•
OK					
Destroy target enchantment enchanting a creature you control. 1/1					
<b>Miraculous Recovery</b> INS U • • • • •	INS	U	•	•	•
VS					
Return target creature card from your graveyard to play and put a +1/+1 counter on it.					
<b>Mirror Strike</b> INS U • • • • •	INS	U	•	•	•
Py					
Target unblocked creature deals combat damage to its controller instead of to you this turn.					
<b>Mistmoon Griffin</b> SC U • • • • •	SC	U	•	•	•
WL					
Flying. When Mistmoon Griffin is put into any graveyard from play remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play. 2/2					
<b>Moat</b> EN R • • • • •	EN	R	•	•	•
LG					
Creatures without flying can't attack.					
<b>Moment of Silence</b> INS C • • • • •	INS	C	•	•	•
MM					
Target player skips his next combat phase this turn.					
<b>Monk Idealist</b> SC U • • • • •	SC	U	•	•	•
UZ					
When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand. 2/2					
<b>Monk Realist</b> SC C • • • • •	SC	C	•	•	•
UZ					
When Monk Realist comes into play, destroy target enchantment. 1/1					
<b>Moontide Wake</b> EN U • • • • •	EN	U	•	•	•
MM					

**Q: Can I use Cease-Fire to counter a creature spell such as Dargaz?**

**The Igniter?**

**A: No. Cease-Fire can't be used as a counterspell for creatures, because the Cease-Fire doesn't affect spells once they've been announced. In order to get Cease-Fire to work properly, you need to cast it before your opponent has a chance to announce any creatures. In other words, play it on his upkeep.**

Whenever a creature is put into a graveyard from play you gain 1 life.

**Moorside Cavalry** SC C • • • • •

Trample. 3/3

**Murder** INS C • • • • •

4DK

Attacking creatures get +1/+1 until end of turn.

**Murder of Runes** SC U • • • • •

• • • • • Target creature you control gains protection from the color of your choice until end of turn. 1/1

**Mounted Archers** SC R • • • • •

TM

Mounted Archers may block as though it had flying

**Mounted Archers** SC R • • • • •

TM

Mounted Archers may block an additional creature this turn. 2/3

**Mtenda Griffin** SC U • • • • •

MG

Flying. • • • • • Return Mtenda Griffin to its owner's hand and return target Griffin card in your graveyard to your hand. Play this ability only during your upkeep. 2/2

**Mtendri Healer** SC C • • • • •

MG

Flanking. 1/1

**Muzzle** EC C • • • • •

MM

Prevent all damage that would be dealt by enchanted creature

**Nether on-Del** SC C • • • • •

NE

Discard a card from your hand. Target creature can't deal more than 1 damage this turn.

**Nightwind Rider** SC C • • • • •

MM

Flying, protection from black. 2/1

**Noble Elephant** SC C • • • • •

MG

Banding, trample. 2/2

**Noble Purpose** EN U • • • • •

MM

Whenever a creature you control deals combat damage to that creature this turn.

**Noble Stand** EN U • • • • •

NE

Whenever a creature you control blocks, you gain 2 life.

**Noble Steeds** EN C • • • • •

AI

• • • • • Target creature gains first strike until end of turn.

**Nomads on-Kor** SC C • • • • •

SH

Prevent the next 4 damage that would be dealt to Nomads on-Kor this turn is dealt to target creature you control instead. 1/1

**Northern Paladin** SC R • • • • •

LUR.4.7

• • • • • Destroy target black permanent. 3/3

**Null Chamber** EW R • • • • •

MG

As Null Chamber comes into play, you and an opponent each name a card other than a basic land card. The named cards can't be played.

**Oath of Lieges** EN R • • • • •

AI

At the beginning of each player's upkeep, if that player controls fewer lands than an opponent, the player may search his library for a basic land card and put that card into play. The player then shuffles his library.

NAME	KIND	CR	PR	COST	SETS
<b>Obsidian Acolyte</b>	SC	C	•	•	•
Protection from black. • • • • • Target creature gets protection from black until end of turn. 1/1					
<b>Oh Balance</b>	INS	C	•	•	•
Target creature can't attack or block this turn.					
<b>Opal Acolith</b>	EN	U	•	•	•
Whenever an opponent plays a creature spell, if Opal Acolith is an enchantment, Opal Acolith becomes a 2/4 Guardian creature. • • • • • Opal Acolith becomes an enchantment.					
<b>Opal Archangel</b>	EN	R	•	•	•
When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 Angel creature with flying. Attacking doesn't cause it to tap.					
<b>Opal Avenger</b>	EN	R	•	•	•
When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.					
<b>Opal Caryatid</b>	EN	C	•	•	•
When an opponent plays a creature spell if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature.					
<b>Opal Champion</b>	EN	C	•	•	•
When an opponent plays a creature spell if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike.					
<b>Opal Gargoyle</b>	EN	C	•	•	•
When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying.					
<b>Opal Titan</b>	EN	R	•	•	•
When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors.					
<b>Opalescence</b>	EN	R	•	•	•
Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.					
<b>Oracle on-Vac</b>	SC	R	•	•	•
Target opponent chooses any number of creatures he controls. During that player's next turn, those creatures attack if able, and other creatures can't attack. At the end of that turn, destroy each of those creatures that didn't attack. Play this ability only during your turn. 1/1					
<b>Oracle's Attendants</b>	SC	R	•	•	•
All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead. 1/5					
<b>Order of Leitbur</b>	SC	C	•	•	•
Protection from black. • • • • • Order of Leitbur gets +1/+0 until end of turn. • • • • • Order of Leitbur gains first strike until end of turn. 2/1.					
<b>Order of the Sacred Torch</b>	SC	R	•	•	•
Pay 1 life. Counter target black spell. 2/2					
<b>Order of the White Shield</b>	SC	U	•	•	•
Protection from black. • • • • • Order of the White Shield gains first strike until end of turn. • • • • • Order of the White Shield gets +1/+0 until end of turn. 1/1					
<b>Orim, Samite Healer</b>	SL	R	•	•	•
Prevent the next 3 damage that would be dealt to target creature or player this turn. 1/3					
<b>Orim's Chant</b>	INS	R	•	•	•
Kicker. • • • • • Target player can't play spells this turn. If you pay the kicker cost, creatures can't attack this turn.					
<b>Orim's Cure</b>	INS	U	•	•	•
If you control a plains you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. Prevent the next 4 damage that would be dealt to target creature or player this turn.					
<b>Orim's Prayer</b>	EN	U	•	•	•
Whenever a creature attacks you, you gain 1 life.					
<b>Orim's Thunder</b>	INS	C	•	•	•
Kicker. • • • • • Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to that creature.					
<b>Orim's Touch</b>	INS	C	•	•	•
Kicker. • • • • • Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to target creature or player this turn instead.					
<b>Osai Vultures</b>	SC	U	•	•	•
Flying. At end of turn, if a creature was put into a graveyard from play this turn, put a carrion counter on Osai Vultures. Remove two carrion counters from this turn with Parallax Wave. Osai Vultures gets +1/+1 until end of turn. 1/1.					
<b>Parafium</b>	EC	C	•	•	•
Enchantured creature can't attack or block.					
<b>Paladin on-Vac</b>	SC	R	•	•	•
First strike. Protection from black. Protection from red. 2/2					
<b>Parallax Wave</b>	EN	R	•	•	•
Fading 5. Remove a fade counter from Parallax Wave. Remove target creature from the game as long as Parallax Wave is in play. When Parallax Wave leaves play, each player returns to play all cards other than Parallax Wave whose mana came from the same with Parallax Wave.					
<b>Parapet</b>	EN	C	•	•	•
You may pay Parapet any time you could play an instant. It was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Creatures you control get +2/+2.					
<b>Pariah</b>	EC	R	•	•	•
All damage that would be dealt to you is dealt to enchantured creature instead.					
<b>Path of Peace</b>	SOR	C	•	•	•
Destroy target creature's own owner gains 4 life.					
<b>Peace and Quiet</b>	INS	U	•	•	•
Destroy two target enchantments.					
<b>Peace of Mind</b>	EN	U	•	•	•
Discard a card from your hand: You gain 3 life.					
<b>Peace Talks</b>	SC	U	•	•	•
This turn and next turn, players skip their combat phases and can't play spells or abilities that target a permanent or player.					
<b>Peacekeeper</b>	SC	R	•	•	•
At the beginning of your upkeep, sacrifice Peacekeeper unless you pay • • • • • Creatures can't attack. 1/1					
<b>Pearl Dragon</b>	SC	C	•	•	•
Flying. • • • • • Pearl Dragon gets +0/+1 until end of turn. 4/4					
<b>Pearted Unicorn</b>	SC	C	•	•	•
2/2.					
<b>Pegasus Charger</b>	SC	C	•	•	•
Flying, first strike. 2/1.					
<b>Pegasus Refuge</b>	EN	R	•	•	•



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**Discard** a card from your hand: Put a 1/1 white Pegasus creature token with flying into play.

**Pegasus Stampede** SC R \*\*\* ●●● EX  
Buyback—Sacrifice a land. Put a 1/1 white Pegasus creature token with flying into play.

**Penance** EN U \*\*\* ●●● EX  
Put a card from your hand on top of your library. The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

**Personal Incarnation** SC R \*\*\* ●●● LUR4.5  
●●● The next time Personal Incarnation would be dealt damage from a source of your choice that damage is dealt to its owner instead. Only Personal Incarnation's owner may play this ability. When Personal Incarnation is put into a graveyard from play, its owner loses half his life, rounded up, 6/6.

**Petra Sphinx** SC R \*\*\* ●●● CHLE  
●●● Target player names a card, then reveals the top card of his library. If it has the card's name, that player puts it into his hand. If it isn't, the player puts it into his graveyard. 5/4.

**Piety** INS C \*\*\* ●●● 4AN  
Blocking creatures get +0/+3 until end of turn.

**Pikemen** SC C \*\*\* ●●● 4.5DK  
Banding, first strike, 1/1.

**Pious Warrior** SC C \*\*\* ●●● GM  
Whenever Pious Warrior is dealt combat damage, you gain that much life. 2/3.

**Planar Birth** SC R \*\*\* ●●● UZ  
Return all basic land cards from all graveyards to play under their owners' control, tapped.

**Planar Collapse** EN R \*\*\* ●●● UL  
At the beginning of your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse to destroy all creatures. They can't be regenerated.

**Planeswalker's Mirth** EN R \*\*\* ●●● PS  
●●● Target opponent reveals a card at random from his or her hand. You gain life equal to that card's converted mana cost.

**Pledge of Loyalty** EC U \*\*\* ●●● IN  
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

**Pollen Remedy** INS C \*\*\* ●●● PS  
Kicker—Sacrifice a land. Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 5 damage this way instead.

**Preacher** SC R \*\*\* ●●● DK  
You may choose not to untap Preacher during your untap step. ●●● Gain control of target creature of an opponent's choice that no controls until Preacher becomes untapped or leaves play. 1/1.

**Presence of the Master** EN U \*\*\* ●●● LCUZ  
Whenever a player plays an enchantment spell, counter it.

**Prismatic Circle** EN C \*\*\* ●●● MG  
Cumulative upkeep ●●● As Prismatic Circle comes into play, choose a color. ●●● The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

**Prismatic Ward** EC C \*\*\* ●●● 5JA  
As Prismatic Ward comes into play, choose a color. Prevent all damage that would be dealt to enchanted creature by sources of the chosen color.

**Prison Barricade** SC C \*\*\* ●●● IN  
Kicker ●●● If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall" 1/3.

**Prophecy** SC R \*\*\* ●●● HL  
Reveal the top card of target opponent's library. If it's a land, you gain 1 life. That player then shuffles his library. Draw a card at the beginning of the next turn's upkeep.

**Protective Sphere** EN C \*\*\* ●●● IN  
●●● Pay 1 life. Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost.

**Pure Reflection** EN R \*\*\* ●●● IN  
Whenever a player plays a creature spell, destroy all Reflections. That player puts a white Reflection creature token into play with power 0/1. Gtiness each equal to the converted mana cost of that spell.

**Purulence** INS R \*\*\* ●●● LUR4  
Target spell or target permanent becomes white.

**Purify** SC R \*\*\* ●●● ZH  
Destroy all artifacts and enchantments.

**Pursuit of Knowledge** EN C \*\*\* ●●● SU  
If you would draw a card, you may put a study counter on Pursuit of Knowledge instead. Remove three study counters from Pursuit of Knowledge. Sacrifice Pursuit of Knowledge: Draw seven cards.

**Quickening Lizard** SC U \*\*\* ●●● TM  
●●● Quickening Lizard loses all abilities and becomes an enchant creature of that name. Enchanted creature has first strike. Enchant target creature with Quickening Lizard. If Quickening Lizard enchants a creature, you may pay ●●● to and this effect. 1/1.

**Radiant Archangel** SL R \*\*\* ●●● UL  
Flying. Attacking doesn't cause Radiant Archangel to tap. Radiant gets +1/+1 for each other creature with flying in play. 3/3.

**Radiant's Dragons** SC U \*\*\* ●●● IN  
Enchant. When Radiant's Dragons comes into play, you gain 5 life. 2/5.

**Radiant's Judgment** INS C \*\*\* ●●● UL  
Destroy target creature with power 4 or greater. Cycling ●●●

**Rally** SC C \*\*\* ●●● IA  
Blocking creatures get +1/+1 until end of turn.

**Rameson Captain** SC U \*\*\* ●●● MM  
First strike. ●●● Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library. 2/2.

**Rameson Commander** SC U \*\*\* ●●● MM  
●●● Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library. 2/4.

**Rameson Lieutenant** SC C \*\*\* ●●● MM  
●●● Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library. 1/2.

**Rameson Rally** INS C \*\*\* ●●● MM  
If you control a plains, you may tap an untapped creature you control instead of paying Rameson Rally's mana cost. Creatures you control get +1/+1 until end of turn.

**Rameson Sergeant** SC C \*\*\* ●●● MM  
●●● Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library. 1/1.

**Rameson Sky Marshal** SC R \*\*\* ●●● MM

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Flying. ●●● Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library. 3/3.

**Rampant Elephant** SC C \*\*\* ●●● IN  
●●● Target creature blocks Rampant Elephant this turn if able. 2/2.

**Rapid Fire** INS R \*\*\* ●●● LG  
Play only before defense is chosen. Target creature gains first strike until end of turn. If it doesn't have rampage, that creature gains rampage; 3 until end of turn.

**Rapelling Scouts** SC R \*\*\* ●●● MM  
Flying ●●● Rapelling Scouts gains protection from the color of your choice until end of turn. 1/4.

**Rashida Scalesbane** SL R \*\*\* ●●● MG  
●●● Destroy target attacking or blocking Dragon. It can't be regenerated. You gain life equal to its power. 3/4.

**Rashika the Slayer** SL U \*\*\* ●●● HL  
Rashika the Slayer may block as though it had flying. Whenever Rashika blocks one or more black creatures, Rashika gets +1/+2 until end of turn. 3/3.

**Razortuff Griffin** SC C \*\*\* ●●● ZIN  
Flying, first strike, 2/2.

**Reaping the Rewards** INS C \*\*\* ●●● EX  
Buyback—Sacrifice a land. You gain 2 life.

**Reconnaissance** EN U \*\*\* ●●● EX  
●●● Remove target attacking creature you control from combat and untap it. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

**Red Scarab** EC U \*\*\* ●●● IA  
Enchanted creature can't be blocked by red creatures. Enchanted creature gets +2/+2 as long as an opponent controls a red permanent.

**Red Ward** EC U \*\*\* ●●● LUR4  
Enchanted creature has protection from red.

**Redemption** INS U \*\*\* ●●● UZ  
The next time damage would be dealt to one or two target creatures this turn, prevent that damage.

**Regal Unicorn** SC C \*\*\* ●●● 6  
2/3.

**Reinforcements** INS C \*\*\* ●●● AI  
Put up to three target creature cards from your graveyard on top of your library in any order.

**Relic Ward** EA U \*\*\* ●●● VS  
You may play Relic Ward any time you could play an instant. If it is played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted artifact can't be the target of spells or abilities.

**Reliquary Monk** SC C \*\*\* ●●● UD  
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment. 2/2.

**Remedy** INS C \*\*\* ●●● 6VS  
Prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

**Remembrance** EN R \*\*\* ●●● UZ  
Whenever a nonblack creature you control is put into a graveyard from play, you may search your library for a creature with the same name as that card. If you do, reveal the card and put it into your hand. Then shuffle your library.

**Remove Enchantments** INS C \*\*\* ●●● LG  
Return all enchantments you own and control to your hand. Destroy all enchantments you don't own and control that are enchanting permanents you control. If Remove Enchantments is played during combat, destroy all enchantments enchanting attacking creatures.

**Renounce** INS U \*\*\* ●●● MM  
Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.

**Repentance** SC R \*\*\* ●●● TM  
Target creature deals damage to itself equal to its power.

**Repentant Blacksmith** SC C \*\*\* ●●● 5CHAN  
Protection from red. 1/2.

**Replenish** SC R \*\*\* ●●● UD  
Return all enchantment cards from your graveyard to play.

**Reprisal** INS U \*\*\* ●●● 6AI  
Destroy target creature with power 4 or greater. It can't be regenerated.

**Resistance Fighter** SC C \*\*\* ●●● 6VS  
Sacrifice Resistance Fighter: Prevent all combat damage target creature would deal this turn. 1/1.

**Restrain** INS C \*\*\* ●●● IN  
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

**Resurrection** SC U \*\*\* ●●● LUR  
Return target creature card from your graveyard to play.

**Retribution of the Meek** SC R \*\*\* ●●● VS

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Destroy all creatures with power 4 or greater. They can't be regenerated.

**Reveille Squad** SC U \*\*\* ●●● PY  
Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control. 3/3.

**Revered Elder** SC C \*\*\* ●●● MM  
●●● Prevent the next 1 damage that would be dealt to Revered Elder this turn. 1/2.

**Revered Unicorn** SC U \*\*\* ●●● WL  
Cumulative upkeep ●●● When Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.

**Reverent Mantra** INS R \*\*\* ●●● MM  
You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.

**Reverse Damage** INS R \*\*\* ●●● LUR4.5.6.7  
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

**Reverse Polarity** INS C \*\*\* ●●● RAO  
You gain X life, where X is equal to twice the damage dealt to you so far this turn by artifacts.

**Revolving Discs** INS C \*\*\* ●●● IN  
You gain 3 counters. Draw a card.

**Reveries of Diversity** EN U \*\*\* ●●● IN  
Whenever an opponent plays a multicolored spell, you gain 4 life.

**Rays Dawndrifter** SL R \*\*\* ●●● IN  
Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play. 4/5.

**Rhythmic Circle** EN C \*\*\* ●●● PY  
●●● Any player may pay ●●●. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.

**Rhythmic Shield** INS C \*\*\* ●●● PY  
Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays ●●●.

**Righteous Aura** EN C \*\*\* ●●● VSM  
●●● Pay 2 life. The next time a source of your choice would

NAME KIND CR PR COST SETS

deal damage to you this turn, prevent that damage.

**Righteous Avengers** SC U \*\*\* ●●● LG  
Plainswalk 3/1.

**Righteous Indignation** EN U \*\*\* ●●● MM  
Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

**Righteousness** INS R \*\*\* ●●● LUR4.5  
Target blocking creature gets +1/+1 until end of turn.

**Ritual of Steel** EC C \*\*\* ●●● MG  
When Ritual of Steel comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature gets +0/+2.

**Rolling Stones** EN R \*\*\* ●●● ZSH  
Walls may attack as though they weren't Walls.

**Route** SC R \*\*\* ●●● IN  
You may play Route any time you could play an instant if you pay ●●● move to play it. Destroy all creatures. They can't be regenerated.

**Royal Decree** EN R \*\*\* ●●● AI  
Cumulative upkeep ●●● Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals 1 damage to that permanent's controller.

**Royal Herald** SC C \*\*\* ●●● AI  
●●● Remove the top card of your library from the game. You gain 1 life. 1/1.

**Ruham Djinn** SC U \*\*\* ●●● IN  
First strike. Ruham Djinn gets 2/2 as long as white is the most common color among all permanents or is tied for most common. 5/5.

**RuH Artifacts** EN U \*\*\* ●●● UZ  
●●● The next time a source of your choice would deal damage to you this turn, prevent that damage.

**RuH Black** EN C \*\*\* ●●● UZ  
●●● The next time a black source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**RuH Blue** EN C \*\*\* ●●● UZ  
●●● The next time a blue source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**RuH Green** EN C \*\*\* ●●● UZ  
●●● The next time a green source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**RuH Land** EN R \*\*\* ●●● UZ  
●●● The next time a land source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**RuH Red** EN C \*\*\* ●●● UZ  
●●● The next time a red source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**RuH White** EN C \*\*\* ●●● UZ  
●●● The next time a white source of your choice would deal damage to you this turn, prevent that damage. Cycling ●●●

**Sacred Blade** INS U \*\*\* ●●● 6JA  
Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented this way.

**Sacred Ground** EN R \*\*\* ●●● ZSH  
Whenever a spell or ability an opponent controls puts a land into a graveyard from play, return that land to play.

**Sacred Sledge** INS U \*\*\* ●●● TM  
●●● Sacrifice Sacred Sledge: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand and remove all other revealed cards from the game. 1/1.

**Sacred Mesa** EN R \*\*\* ●●● MG  
At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus. ●●● Put a 1/1 white Pegasus creature token with flying into play.

**Sacred Nectar** SC R \*\*\* ●●● 7  
You gain 4 life.

**Safeguard** INS R \*\*\* ●●● TM  
●●● Prevent all combat damage that would be dealt by target creature this turn.

**Samite Alchemist** SC C \*\*\* ●●● HL  
●●● Prevent the next 4 damage that would be dealt this turn to target creature you control. Tap that creature. It doesn't untap during your next untap step. 0/2.

**Samite Blessing** EC C \*\*\* ●●● SH  
Enchanted creature has ●●●. The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

**Samite Elder** SC R \*\*\* ●●● PS  
●●● Creatures you control gain protection from the color(s) of target permanent you control until end of turn. 1/2.

**Samite Healer** SC C \*\*\* ●●● LUR4.5.6.7  
●●● Prevent the next 1 damage that would be dealt to target creature or player this turn. 1/1.

**Samite Ministerial** INS U \*\*\* ●●● IN  
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage. SC C \*\*\* ●●● PS

**Samite Pilgrim** SC C \*\*\* ●●● PS  
●●● Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control. 1/1.

**Samite Sanctuary** EN R \*\*\* ●●● PY  
●●● Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.

**Satchmurgy** EN U \*\*\* ●●● ZUD  
Whenever an opponent taps a mountain for mana, you may gain 1 life.

**Sanctum Custodian** SC C \*\*\* ●●● UZ  
●●● Prevent the next 2 damage that would be dealt to target creature or player this turn. 1/2.

**Sanctum Guardian** SC C \*\*\* ●●● UZ  
Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. 1/4.

**Savannah Lions** SC R \*\*\* ●●● LUR4  
2/1.

**Scapagat** INS U \*\*\* ●●● SH  
As an additional cost to play Scapagat, sacrifice a creature. Return any number of target creatures you control to their owner's hand.

**Scars of the Veteran** INS U \*\*\* ●●● AI  
You may remove a white card in your hand from the game instead of paying Scars of the Veteran's mana cost. Prevent the next 1 damage that would be dealt to target creature or player this turn, for each 1 damage to a creature prevented this way, put a +0/+1 counter on that creature at end of turn.

**Scent of Jasmine** INS C \*\*\* ●●● UD  
Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

**Seal of Cleansing** EN C \*\*\* ●●● NE  
Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

**Seasoned Marshal** SC U \*\*\* ●●● ZUZ  
Whenever Seasoned Marshal attacks, you may tap target creature. 2/2.

**Seasoned Tactician** SC U \*\*\* ●●● AI  
●●● Remove the top four cards of your library from the game. The next time a source of your choice would deal damage to you this turn, prevent that damage. 1/4.

**Security Detail** EN R \*\*\* ●●● MM  
●●● Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.

**Seeker** EC C \*\*\* ●●● 41G  
Enchanted creature can't be blocked except by artifact creatures and/or white creatures.

**Seraph** SC R \*\*\* ●●● 5JA  
Flying. Whenever a creature dealt damage by Seraph this turn is put into a graveyard, put that creature into play under your control at end of turn. When you lose control of Seraph, sacrifice the creature. 4/4.

**Serra Avenger** SC U \*\*\* ●●● TM  
Destroy target enchantment. You gain life equal to that enchantment's converted mana cost.

**Serenity** EN R \*\*\* ●●● 6WL  
At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

**Serra Advisor** SC C \*\*\* ●●● ZUD  
Flying ●●● Target attacking or blocking creature gets +2/+2 until end of turn. 2/2.

**Serra Angel** SC R \*\*\* ●●● LUR4.7  
Flying. Attacking doesn't cause Serra Angel to tap. 4/4.

**Serra Avatar** SC R \*\*\* ●●● UZ  
Serra Avatar's power and toughness are each equal to your life total. Serra Avatar would be put into a graveyard from anywhere, reveal Serra Avatar, then shuffle it into its owner's library instead. \*/.

**Serra Aviary** EW R \*\*\* ●●● HL  
Creatures with flying get +1/+1.

**Serra Bestiary** EC C \*\*\* ●●● 5HL  
At the beginning of your upkeep, sacrifice Serra Bestiary unless you sacrifice ●●●. Enchanted creature can attack or block and its activated abilities with ●●● in their costs can't be played.

## KILLER COMBOS




**Return all permanents to their owners' hands.**

*The calm comes after the storm.*

**At the end of target opponent's upkeep, Black Vise deals the player 1 damage for each card in his or her hand in excess of four.**

**Not only is Upheaval the best reset button blue's ever seen, it's a great way to stick your opponent with some tough decisions when it comes time for him to discard. Make matters worse by laying down a land and Miso after Upheaval.**



# MAGIC The Gathering Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Serra Inquisitors</b>	SC	U	..	***	HL
When Serra Inquisitors blocks or becomes blocked by one or more black creatures, Serra Inquisitors gets +2/+1 until end of turn. 3/3.					
<b>Serra Paladin</b>	SC	C	..	***	5HL
Prevent the next 1 damage that would be dealt to target creature or player this turn. ***: Attacking doesn't cause target creature to tap this turn. 2/2.					
<b>Serra Zealot</b>	SC	C	..	*	UZ
First strike. 1/1.					
<b>Serra's Blessing</b>	EN	U	..	***	6WL
Attacking doesn't cause creatures you control to tap.					
<b>Serra's Embrace</b>	EC	U	..	***	1UZ
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.					
<b>Serra's Hymn</b>	EN	U	..	*	UZ
At the beginning of your upkeep, you may put a verse counter on Serra's Hymn. Sacrifice Serra's Hymn. Prevent up to X damage total that would be dealt this turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on Serra's Hymn.					
<b>Serra's Liturgy</b>	EN	R	..	***	UZ
At the beginning of your upkeep, you may put a verse counter on Serra's Liturgy. Sacrifice Serra's Liturgy. Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.					
<b>Shackles</b>	EC	C	..	***	EXIN
Enchanted creature doesn't untap during its controller's untap step. Return Shackles to its owner's hand.					
<b>Shadowbane</b>	INS	U	..	***	MG
The next time this turn a source of your choice would deal damage to you or target creature you control, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.					
<b>Shahrazad</b>	SOR	R	..	***	AN
Players play a Magic subgame, using their libraries as their decks. Each player who doesn't win the subgame loses half of his life, rounded up. After the subgame, player shuffles their subgame decks and return them to their libraries. The subgame has no ante, and using less than the required number of cards is legal.					
<b>Shaman on-Kor</b>	SC	R	..	***	SH
The next 1 damage that would be dealt to Shaman on Kor this turn is dealt to target creature you control instead. ***: The next time a source would deal damage to target creature this turn, that damage is dealt to Shaman on Kor instead. 1/2.					
<b>Sheltering Prayers</b>	EN	C	..	*	PY
Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.					
<b>Shield Dragon</b>	SC	C	..	***	5IA
Banding. 0/3.					
<b>Shield Dancer</b>	SC	U	..	***	PY

NAME	KIND	CR	PR	COST	SETS
<b>Shield Mate</b>	SC	C	..	***	EX
Sacrifice Shield Mate: target creature gets +0/+4 until end of turn. 1/1.					
<b>Shield of Duty and Reason</b>	EC	C	..	***	AP
Enchanted creature has protection from green and from blue.					
<b>Shield Wall</b>	INS	U	..	***	5ZHLG
Creatures you control get +0/+2 until end of turn.					
<b>Shimmering Barrier</b>	SC	U	..	***	UZ
First strike. Cycling. 1/3.					
<b>Sider Jabari</b>	SL	R	..	***	MG
Ranking. Whenever Sider Jabari attacks, tap target creature defending player controls. 2/2.					
<b>Silent Attendant</b>	SC	C	..	***	UZ
You gain 1 life. 0/2.					
<b>Silkenrist Fighter</b>	SC	C	..	***	NE
Whenever Silkenrist Fighter becomes blocked, untap it. 1/3.					
<b>Silkenrist Order</b>	SC	C	..	***	NE
Whenever Silkenrist Order becomes blocked, untap it. 3/5.					
<b>Sivri's Ruse</b>	INS	U	..	***	NE
If an opponent controls a mountain and you control a plains, you may play Sivri's Ruse without paying its mana cost. Prevent all damage that would be dealt this turn to creatures you control.					
<b>Sivri's Valor</b>	INS	R	..	***	NE
If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Sivri's Valor. All damage that would be dealt to target creature this turn is dealt to you instead.					
<b>Skyshroud Falcon</b>	SC	C	..	***	ZSH
Flying. Attacking doesn't cause Skyshroud Falcon to tap. 1/1.					
<b>Smite</b>	INS	C	..	***	SH
Destroy target blocked creature.					
<b>Snow Hound</b>	SC	U	..	***	IA
Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.					
<b>Solidarity</b>	INS	C	..	***	UD
Creatures you control get +0/+5 until end of turn.					
<b>Soltari Champion</b>	SC	R	..	***	SH
Shadow. Whenever Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn. 2/2.					
<b>Soltari Crusader</b>	SC	U	..	***	TM
Shadow. ***: Soltari Crusader gets +1/+4 until end of turn. 2/1.					
<b>Soltari Emmissary</b>	SC	R	..	***	TM
Soltari Emmissary gains shadow until end of turn. 2/1.					
<b>Soltari Foot Soldier</b>	SC	C	..	***	TM
Shadow. 1/1.					
<b>Soltari Lancer</b>	SC	C	..	***	TM
Shadow. Whenever Soltari Lancer attacks, it gains first strike until end of combat. 2/2.					
<b>Soltari Monk</b>	SC	U	..	***	TM
Protection from black; shadow. 2/1.					
<b>Soltari Priest</b>	SC	U	..	***	TM
Protection from red; shadow. 2/1.					
<b>Soltari Trooper</b>	SC	C	..	***	TM
Shadow. Whenever Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.					
<b>Soltari Visionary</b>	SC	C	..	***	EX
Shadow. Whenever Soltari Visionary deals damage to a player, destroy target enchantment that player controls. 2/2.					
<b>Songsitcher</b>	SC	U	..	***	UZ
Prevent all combat damage that would be dealt this turn to target attacking creature with flying. 1/1.					
<b>Soothing Balm</b>	INS	C	..	***	MM

NAME	KIND	CR	PR	COST	SETS
<b>Soraya the Falconer</b>	SL	R	..	***	HL
All of its gets +1/+1. ***: Target Bird gains banding until end of turn. 2/2.					
<b>Soul Harrier</b>	SC	C	..	***	PY
Whenever Soul Harrier deals combat damage to a creature, you gain 2 life unless that creature's controller pays 2/2.					
<b>Soul Echo</b>	EN	R	..	***	MG
Soul Echo comes into play with X echo counters on it. At the beginning of your upkeep, if there are no echo counters on Soul Echo, sacrifice it. Otherwise, an opponent may choose that for each 1 damage that would be dealt to you until your next upkeep, you remove 1 echo counter from Soul Echo instead. You don't lose the game as a result of having less than 1 life.					
<b>Soul Sculptor</b>	SC	R	..	***	UZ
***: Target creature becomes an enchantment and loses abilities until a player plays a creature spell. 1/1.					
<b>Soul Shepherd</b>	SC	C	..	***	WI
Remove a creature card in your graveyard from the game. You gain 1 life. 2/1.					
<b>Soul Warden</b>	SC	C	..	***	EX
Whenever another creature comes into play, you gain 1 life. 1/1.					
<b>Southern Paladin</b>	SC	R	..	***	7WI
Destroy target red permanent. 3/3.					
<b>Spectral Guardian</b>	SC	R	..	***	MG
Noncreature artifacts can't be the target of spells or abilities as long as Spectral Guardian is untapped. 2/3.					
<b>Spectral Lynx</b>	SC	R	..	***	AP
Protection from green. Regenerate Spectral Lynx. 2/1.					
<b>Spirit on-Kor</b>	SC	C	..	***	SH
Flying. The next 1 damage that would be dealt to Spirit on Kor this turn is dealt to target creature you control instead. 2/2.					
<b>Spirit Link</b>	EC	U	..	***	4,5,6,7,8
Whenever enchanted creature deals damage, you gain that much life.					
<b>Spirit Mirror</b>	EN	R	..	***	TM
At the beginning of your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection creature token into play. Destroy target Reflection.					
<b>Spirit of Resistance</b>	EN	R	..	***	IN
If you control a permanent of each color, prevent all damage that would be dealt to you.					
<b>Spirit Weaver</b>	SC	U	..	***	IN
Target green or blue creature gets +0/+1 until end of turn. 1/1.					
<b>Spiritual Asylum</b>	EN	R	..	***	NE
Creatures and lands you control can't be the target of spells or abilities. When a creature you control attacks, sacrifice Spiritual Asylum.					
<b>Spiritual Focus</b>	EN	R	..	***	MM
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. At the beginning of each player's upkeep, if that player controls a plains, he gains 1 life.					
<b>Squire</b>	SC	C	..	***	DK
2/2.					
<b>Standard Bearer</b>	SC	C	..	***	AP
If a spell or ability an opponent controls could target a flagbearer in play, that player chooses at least one flagbearer as a target. 1/1.					
<b>Standing Troops</b>	SC	C	..	***	6,EX
Attacking doesn't cause Standing Troops to tap. 1/4.					

NAME	KIND	CR	PR	COST	SETS
<b>Starlight</b>	SOR	U	..	***	7
You gain 3 life for each black creature target opponent controls.					
<b>Staunch Defenders</b>	SC	U	..	***	6,7TM
When Staunch Defenders comes into play, you gain 4 life. 3/4.					
<b>Steadfast Guard</b>	SC	C	..	***	MM
Attacking doesn't cause Steadfast Guard to tap. 2/2.					
<b>Story Circle</b>	EN	U	..	***	MM
As Story Circle comes into play, choose a color. The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.					
<b>Strength of Unity</b>	EC	C	..	***	IN
Enchanted creature gets +1/+1 for each basic land type among lands you control.					
<b>Sun Clasp</b>	EC	C	..	***	VS
Enchanted creature gets +1/+3. Return enchanted creature to its owner's hand.					
<b>Sunspace Apprentice</b>	SC	C	..	***	IN
***: Put target creature you control on top of its owner's library. 1/1.					
<b>Sunspace Battlemage</b>	SC	U	..	***	PS
Kicker. ***: When Sunspace Battlemage comes into play if you paid the kicker cost, destroy target creature with flying. When Sunspace Battlemage comes into play, if you paid the kicker cost, draw two cards. 2/2.					
<b>Sunspace Familiar</b>	SC	C	..	***	PS
Green spells and blue spells you play cost 1 less to play. 0/3.					
<b>Sunspace Master</b>	SC	R	..	***	IN
***: Creatures you control get +2/+2 until end of turn. ***: Return target creature to its owner's hand. 2/2.					
<b>Sunweb</b>	SC	R	..	***	6,7MG
Flying. Sunweb can't block creatures with power 2 or less. 5/6.					
<b>Surprise Deployment</b>	INS	U	..	***	PS
Play Surprise Deployment only during combat. Put a non-white creature card from your hand into play. At end of turn, return that creature to your hand.					
<b>Sustainer of the Realm</b>	SC	U	..	***	7UL
Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. 2/2.					
<b>Sustaining Spirit</b>	SC	R	..	***	AI
Cumulative upkeep. ***: Creature that would reduce your life total to less than 1 reduces it to 1 instead. 0/3.					
<b>Sword Dancer</b>	SC	U	..	***	PY
***: Target attacking creature gets -1/-0 until end of turn. 1/2.					
<b>Swords to Plowshares</b>	INS	U	..	***	LU R,4IA
Remove target creature from the game. Its controller gains life equal to its power.					
<b>Sworn Defender</b>	SC	R	..	***	AI
Sworn Defender's power becomes the toughness of target creature blocking or being blocked by Sworn Defender minus 1 until end of turn, and Sworn Defender's toughness becomes 1 plus the power of that creature until end of turn. 1/3.					
<b>Talon Silver</b>	SC	C	..	***	TM
All Silvers have first strike. 1/1.					
<b>Tarifi</b>	SOR	R	..	***	6,WL
Each player sacrifices the creature he controls with the highest converted mana cost unless he says that creature's mana cost. If two creatures a player controls are tied for highest cost, that player chooses one.					

## MAGIC CREATURE DECKS THAT'LL KICK YOUR BUTT



### Atoga Party

Who's your daddy? If you're an atog, it's the all new atog legend, the Atogatog. And he's waiting for you to, "pump, him up!" He gets huge by eating other atogs, so this deck is loaded with 'em and ways to get them into play on the cheap.

Fetch 'em from your deck with the Brass Herald or your graveyard with Twilight's Call, it doesn't matter. Atogatog likely only needs to get through once to kill your opponent since he gains power/toughness equal to the power of the atogs he eats. Since *Odyssey's* new gold atogs are all bi—they like to be pumped two different ways—they get huge fast. Atogatog kills are classy but not necessary. Even non-legendary togs, like gamers, will eat just about anything—even convention food—



**MAGIC FACT** Six cards have a mana cost of exactly WWW—Blood of the Martyr, Cleansing, Farmstead, Infinite Authority, Jihad and Master Apothecary.

so just a couple of unblocked ones like the Sarcatog and Psychatog, who get +1/+1 for every two cards removed from your graveyard, means it's curtain time.

Yeah the Lifeline's a bit cheesy but they haven't made the one card that would make this deck perfect: the Boogeratog. With that in this deck no one would dare even play against it.

### the deck

<b>ARTIFACTS</b>	1 Phantatog	1 Swords To
2 Altar Of	1 Psychatog	Plowshares
Dementia	1 Sarcatog	<b>SPLIT CARD</b>
2 Brass Herald	1 Thaumotog	1 Order/Chaos
1 Lifeline	<b>GREEN</b>	<b>LAND</b>
3 Star Compass	1 Fecundity	4 Crystal Quarry
<b>BLACK</b>	4 Fertile Ground	8 Forest
1 Necratog	1 Foratog	1 Island
1 Twilight's Call	1 Greater Good	1 Mountain
<b>BLUE</b>	4 Harrow	4 Plains
1 Chronatog	<b>RED</b>	4 Reflecting Pool
<b>GOLD</b>	1 Atog	1 Swamp
2 Atogatog	1 Fling	2 Undiscovered
1 Aura Shards	<b>WHITE</b>	Paradise
1 Lithatog	1 Auratog	

### MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

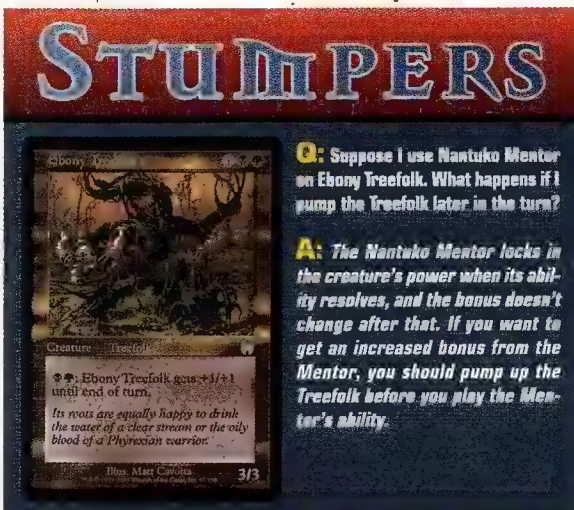
ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

Banned in Type 1 Restricted in Type 1 Banned in Extended Banned in Block Format



NAME	KIND	CR	PR	COST	SETS
<b>Task Force</b>	SC	C	...	...	MM
Wherever Task Force becomes the target of a spell or ability it gets +0/+3 until end of turn 1/3.					
<b>Tether's Care</b>	EN	U	...	...	IN
* Sacrifice an enchantment. Destroy target enchantment.					
* Counter target enchantment spell.					
<b>Tether's Honor Guard</b>	SC	U	...	...	VS
Flanking. * Tether's Honor Guard phases out 2/2.					
<b>Temper</b>	INS	U	...	...	SH
Prevent the next X damage that would be dealt to target creature this turn. For each X damage prevented this way, put a +1/+1 counter on that creature.					
<b>Terenak's Griffin</b>	SC	C	...	...	MG
Banding. Flying 2/2.					
<b>Thief</b>	SC	R	...	...	UD
Flying. When you control no enchantments, sacrifice Teth and Griffin 2/3.					
<b>Thermal Drifter</b>	SC	C	...	...	MM
Flying. Protection from red 2/1.					
<b>Thunder Spirit</b>	SC	C	...	...	VS
Flying. First strike 2/2.					
<b>Tithe</b>	INS	R	...	...	LG
Search your library for a plains card. If you control fewer lands than an opponent, you may search your library for an additional plains card. Reveal those cards and put them into your play. Then shuffle your library.					
<b>Tiver's Crusade</b>	SDR	U	...	...	DM
Destroy all Goblins.					
<b>Tonic Peddler</b>	SC	U	...	...	DK
* Discard a card from your hand: target player gains 3 life 1/1.					
<b>Topple</b>	SDR	C	...	...	NE
Remove target creature with the greatest power from the game. If two or more creatures are tied for greatest power, you may target any one of them.					
<b>Tormented Angel</b>	SC	C	...	...	UD
Flying 1/5.					
<b>Trade Caravan</b>	SC	C	...	...	HL
At the beginning of your upkeep, put a currency counter on Trade Caravan. Remove two currency counters from Trade Caravan. Untap target basic land. Play this ability only during an opponent's upkeep 1/1.					
<b>Tragic Poet</b>	SC	C	...	...	UL
* Sacrifice Tragic Poet. Return target enchantment card from your graveyard to your hand. 1/1.					
<b>Trap Runner</b>	SC	U	...	...	MM
* Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step 2/3.					
<b>Treasure Hunter</b>	SC	U	...	...	EX
When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand 2/2.					
<b>Trenching Steed</b>	SC	C	...	...	PY
Sacrifice a land. Trenching Steed gets +0/+3 until end of turn 2/3.					
<b>Troubled Healer</b>	SC	C	...	...	PY
Shuffle a land. Prevent the next 2 damage that would be dealt to target creature or player this turn 1/2.					
<b>Truce</b>	INS	R	...	...	5.HL
Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.					
<b>Tundra Wolves</b>	SC	C	...	...	4.5.LG
First strike 1/1.					
<b>Unlikely Alliance</b>	EN	U	...	...	AI
* Target nonattacking, nonblocking creature gets +0/+2 until end of turn.					
<b>Unyaro Griffin</b>	SC	U	...	...	6.MG
Flying. Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell 2/2.					
<b>Venerable Monk</b>	SC	U	...	...	6.TSH
When Venerable Monk comes into play, you gain 2 life 2/2.					
<b>Vengeance</b>	SDR	U	...	...	7
Destroy target tapped creature.					
<b>Veteran Bodyguard</b>	SC	C	...	...	LUR
As long as Veteran Bodyguard is untapped, all damage that would be dealt to you by unblocked creatures is dealt to Veteran Bodyguard instead. No more than one Veteran Bodyguard you control can be dealt damage this way each turn 2/5.					
<b>Vigilant Martyr</b>	SC	U	...	...	MG
Sacrifice Vigilant Martyr: Regenerate target creature.					
* Sacrifice Vigilant Martyr: Counter target spell that targets an enchantment in play 1/1.					
<b>Visions</b>	SDR	U	...	...	4.LG
Look at the top five cards of a player's library. You may then have that player shuffle that library.					
<b>Voice of All</b>	SC	U	...	...	PS
Flying. As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color 2/2.					
<b>Voice of Duty</b>	SC	U	...	...	UD
Flying. Protection from green 2/2.					
<b>Voice of Grace</b>	SC	U	...	...	UZ
Flying. Protection from black 2/2.					
<b>Voice of Law</b>	SC	U	...	...	UD
Flying. Protection from red 2/2.					
<b>Voice of Reason</b>	SC	U	...	...	UD
Flying. Protection from blue 2/2.					
<b>Voice of Truth</b>	SC	U	...	...	NE
Flying. Protection from white 2/2.					
<b>Volunteer Reserves</b>	SC	U	...	...	WL
Banding. Cumulative upkeep 2/4.					
<b>Wall of Catapults</b>	SC	C	...	...	LG
Whenever Wall of Catapults and at least one other Wall block a creature Wall of Catapults gains banding until end of turn unless a non-Wall creature also blocks that creature 2/1.					
<b>Wall of Essence</b>	SC	U	...	...	SH
Whenever Wall of Essence is dealt combat damage you gain that much life 0/4.					
<b>Wall of Glare</b>	SC	C	...	...	UD
Wall of Glare may block any number of creatures each combat 0/5.					
<b>Wall of Light</b>	SC	U	...	...	LG
Protection from black 1/5.					
<b>Wall of Nets</b>	SC	R	...	...	EX
At end of combat, remove from the game all creatures blocked by Wall of Nets. When Wall of Nets leaves play return to play under their owners' control all creatures removed from the game with Wall of Nets 0/1.					
<b>Wall of Resistance</b>	SC	C	...	...	MG
Flying. At end of turn, Wall of Resistance was dealt damage this turn, put a +0/+1 counter on it 0/3.					
<b>Wall of Swords</b>	SC	U	...	...	LUR4.5.7
Flying 3/5.					
<b>War Elephant</b>	SC	C	...	...	CHAN
Banding. Trample 2/2.					
<b>Ward of Lights</b>	SC	C	...	...	MG
You may play Ward of Lights any time you could play an instant. If it was played any time a sorcery could have been played, sacrifice it at end of turn. As Ward of Lights comes into play, choose a color. Enchanted creature has					

NAME	KIND	CR	PR	COST	SETS
protection from the chosen color. This effect doesn't remove Ward of Lights.					
<b>Warmth</b>	EN	U	...	...	6.TM
Whenever an opponent plays a red spell, you gain 1 life.					
<b>Warning</b>	INS	C	...	...	IA
Present all combat damage that would be dealt by target attacking creature this turn.					
<b>Warrior Angel</b>	SC	R	...	...	SH
Flying. Whenever Warrior Angel deals damage, you gain that much life 3/4.					
<b>Warrior on-Kor</b>	SC	U	...	...	SH
* The next 1 damage that would be dealt to Warrior on-Kor this turn is dealt to target creature you control instead 2/2.					
<b>Warrior's Honor</b>	INS	C	...	...	6.VS
Creatures you control get +1/+1 until end of turn.					
<b>Wave of Reckoning</b>	SDR	R	...	...	MM
Each creature deals to itself damage equal to its power.					
<b>Wayfarer Giant</b>	SC	U	...	...	IN
Wayfarer Giant gets +1/+1 for each basic land type among lands you control 1/3.					
<b>Waylay</b>	INS	U	...	...	UZ
Play Waylay only during combat. Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn.					
<b>Wellin Hawk</b>	SC	C	...	...	EX
Flying. When Wellin Hawk is put into a graveyard from play, you may search your library for a Wellin Hawk card, reveal that card and put it into your hand. Then shuffle your library 1/1.					
<b>White Knight</b>	SC	U	...	...	LUR4.5
First strike, protection from black 2/2.					
<b>White Scarab</b>	SC	U	...	...	IA
Enchanted creature can't be blocked by white creatures. Enchanted creature gets +2/+2 as long as an opponent controls a white permanent.					



**Q:** Suppose I use Nantuko Mentor on Ebony Treefolk. What happens if I pump the Treefolk later in the turn?

**A:** The Nantuko Mentor locks in the creature's power when its ability resolves, and the bonus doesn't change after that. If you want to get an increased bonus from the Mentor, you should pump up the Treefolk before you play the Mentor's ability.

<b>White Ward</b>	EC	U	...	...	LUR4
Enchanted creature has protection from white.					
<b>Wild Assehir</b>	SC	C	...	...	AI
Flying. First strike. * Wild Assehir gets +2/+0 until end of turn. Play this ability only once each turn 1/1.					
<b>Winds of Rath</b>	SDR	R	...	...	TM
Destroy all creatures that aren't enchanted. They can't be regenerated.					
<b>Winnow</b>	INS	R	...	...	IN
Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.					
<b>Wishmonster</b>	SC	U	...	...	MM
* Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability 3/3.					
<b>Witch Hunter</b>	SC	U	...	...	CHDK
* Witch Hunter deals 1 damage to target player. * * * Return target creature an opponent controls to its owner's hand 1/1.					
<b>Worship</b>	EN	R	...	...	7UZ
Damage that would reduce your life total to less than 1 reduces it to 1 instead if you control a creature.					
<b>Worthy Cause</b>	INS	U	...	...	TM
Bylaws. * Sacrifice a creature. You gain life equal to the sacrificed creature's toughness.					
<b>Wrath of God</b>	SDR	R	...	...	LUR4.5.6.7
Destroy all creatures. They can't be regenerated.					
<b>Yare</b>	INS	R	...	...	MG
* Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to two additional creatures this turn.					
<b>Youthful Knight</b>	SC	C	...	...	SH
First strike 2/1.					
<b>Zealots on-Dal</b>	SC	U	...	...	EX
At the beginning of your upkeep, if all nonland permanents you control are white, you gain 1 life 2/4.					
<b>Zhaflin Commander</b>	SC	U	...	...	MG
Flanking. * * * Target Knight gets +1/+1 until end of turn 2/2.					
<b>Zhaflin Crusader</b>	SC	R	...	...	VS
Flanking. * * * The next 1 damage that would be dealt to Zhaflin Crusader this turn is dealt to target creature or player instead 2/2.					
<b>Zhaflin Knight</b>	SC	C	...	...	MG
Flanking. * * * Zhaflin Knight gains first strike until end of turn 2/2.					
<b>Zuberi, Golden Feather</b>	SL	R	...	...	MG
Flying. All other Griffins get +1/+1 3/3.					

NAME	KIND	CR	PR	COST	SETS
<b>Adarkar Wastes</b>	LAN	R	...	...	5.5.7A
* Add one colorless mana to your mana pool. * Add * or * to your mana pool. Adarkar Wastes deals 1					

NAME	KING	CR	PR	COST	SETS
damage to you.					
<b>Adventurer's Guildhouse</b>	LAN	U	-		LG
Green Legend creatures you control have bands with other Legend creatures.					
<b>An-Hava Township</b>	LAN	R	---		HL
* Add one colorless mana to your mana pool. * Add * or * to your mana pool.					
<b>Ancient Spring</b>	LAN	C	--		IN
Ancient Spring comes into play tapped. * Add * to your mana pool. * Sacrifice Ancient Spring: Add * to your mana pool.					
<b>Ancient Tomb</b>	LAN	U	---		TM
* Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.					
<b>Archaeological Dig</b>	LAN	U	--		IN
* Add one colorless mana to your mana pool. * Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.					
<b>Arns</b>	LAN	R	---		PR
* Choose target creature you control. An opponent chooses target creature he controls. Tap both creatures. Each of those creatures deals damage equal to its power to the other creature.					
<b>Aysen Abbey</b>	LAN	U	--		HL
* Add one colorless mana to your mana pool. * Add * to your mana pool. * Add * or * to your mana pool.					
<b>Bad River</b>	LAN	U	--		MG
Bad River comes into play tapped. * Sacrifice Bad River. Search your library for an island or swamp card and put it into play. Then shuffle your library.					
<b>Badlands</b>	LAN	R	----		LUR
Badlands is a swamp and a mountain. * Add * or * to your mana pool.					
<b>Baldovian Trading Post</b>	LAN	R	---		AI

# HERNERS

**Q:** Suppose I use Nantuko Mentor on Ebony Treefolk later in the turn? What happens if I pump the Treefolk later in the turn?

**A:** The Nantuko Mentor locks in the creature's power when in its ability resolves, and the bonus doesn't change after that. If you want to get an increased bonus from the Mentor, you should pump up the Treefolk before you play the Mentor's ability.

If Baldovian Trading Post would come into play, sacrifice an untapped mountain instead. If you do, put Baldovian Trading Post into play. If you don't, put it into its owner's graveyard. \* Add \* and one colorless mana to your mana pool. \* Add \* to your mana pool. Baldovian Trading Post deals 1 damage to target attacking creature.

**Battledfield Forge** LAN R ---- AP  
\* Add one colorless mana to your mana pool. \* Add \* or \* to your mana pool. Battledfield Forge deals 1 damage to you.

**Bayou** LAN R ----- LUR  
Bayou is a swamp and a forest. \* Add \* or \* to your mana pool.

**Bazaar of Baghdad** LAN R --- AN  
\* Draw two cards, then discard three cards from your hand.

**Blasphemous Landscape** LAN U -- UZ  
\* Add one colorless mana to your mana pool. Cycling.

**Bottomless Vault** LAN R -- 5.FE  
Bottomless Vault comes into play tapped. You may choose not to untap Bottomless Vault during your upkeep step. At the beginning of your upkeep, if Bottomless Vault is tapped, put a storage counter on it. \* Remove any number of storage counters from Bottomless Vault: Add \* to your mana pool for each storage counter removed this way.

**Brushland** LAN R ---- 5.6.7A  
\* Add one colorless mana to your mana pool. \* Add \* or \* to your mana pool. Brushland deals 1 damage to you.

**Caldara Lake** LAN R --- TM  
Caldara Lake comes into play tapped. \* Add one colorless mana to your mana pool. \* Add \* or \* to your mana pool. Caldara Lake deals 1 damage to you.

**Castle Sengir** LAN R -- HL  
\* Add one colorless mana to your mana pool. \* Add \* to your mana pool. \* Add \* or \* to your mana pool.

**Cathedral of Serra** LAN U - LG  
White Legend creatures you control have bands with other Legend creatures.

**Caves of Killoh** LAN R ---- AP  
\* Add one colorless mana to your mana pool. \* Add \* or \* to your mana pool. Caves of Killoh deals 1 damage to you.

**Cinder Marsh** LAN U -- TM  
\* Add one colorless mana to your mana pool. \* Add \* or \* to your mana pool. Cinder Marsh doesn't untap during its controller's next upkeep step.

**City of Brass** LAN R ----- 5.6.7CHAN  
Whenever City of Brass becomes tapped, it deals 1 damage to you. \* Add one mana of any color to your mana pool.



# MAGIC The Gathering Players Guide

NAME KIND CR PR COST SETS

Cumulative upkeep—Pay 2 life. If Glacial Chasm would come into play, sacrifice a land instead. If you do, put Glacial Chasm into play. If you don't, put it into its owner's graveyard. Skip your combat phase. Prevent all damage that would be dealt to you.

**Grasslands** LAN U •• MG

Grasslands comes into play tapped. •• Sacrifice Grasslands. Search your library for a forest or plains card and put it into play. Then shuffle your library.

**Griffin Canyon** LAN R •• VS

•• Add one colorless mana to your mana pool. •• Untap target Griffin and it gets +1/+1 until end of turn.

**Halls of Mist** LAN R •• IA

Cumulative upkeep. •• Creatures that attacked during their controller's last turn can't attack.

**Hammerheim** LL U •• LG

•• Add •• to your mana pool. •• Target creature loses all landwalk abilities until end of your next turn.

**Havenwood Battleground** LAN U •• 5.FE

Havenwood Battleground comes into play tapped. •• Add •• to your mana pool. •• Sacrifice Havenwood Battleground. Add •• to your mana pool.

**Heart of Yavimaya** LAN R •• AI

If Heart of Yavimaya would come into play, sacrifice a forest instead. If you do, put Heart of Yavimaya into play. If you don't, put it into its owner's graveyard. •• Add •• to your mana pool. •• Target creature gets +1/+1 until end of turn.

**Henge of Raman** LAN U •• MM

•• Add one colorless mana to your mana pool. •• Add one mana of any color to your mana pool.

**Hickory Woodlot** LAN C •• MM

Hickory Woodlot comes into play tapped with two depletion counters on it. •• Remove a depletion counter from Hickory Woodlot. Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it.

**High Market** LAN R •• MM

•• Add one colorless mana to your mana pool. •• Sacrifice a creature. You gain 1 life.

**Hollow Trees** LAN R •• 5.FE

Hollow Trees comes into play tapped. You may choose not to untap Hollow Trees during your untap step. At the beginning of your upkeep, if Hollow Trees is tapped, put a storage counter on it. •• Remove any number of storage counters from Hollow Trees. Add •• to your mana pool for each storage counter removed this way.

**Icatian Store** LAN R •• 5.FE

Icatian Store comes into play tapped. You may choose not to untap Icatian Store during your untap step. At the beginning of your upkeep, if Icatian Store is tapped, put a storage counter on it. •• Remove any number of storage counters from Icatian Store. Add •• to your mana pool for each storage counter removed this way.

**Ice Floe** LAN U •• 5.IA

You may choose not to untap Ice Floe during your untap step. •• Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as Ice Floe remains tapped.

**Irrigation Ditch** LAN C •• IN

Irrigation Ditch comes into play tapped. •• Add •• to your mana pool. •• Sacrifice Irrigation Ditch. Add •• to your mana pool.

**Inland of Wak-Wak** LAN R •• AN

•• Target creature with flying gets -X/-0 until end of turn, where X is its power.

**Jungle Basin** LAN U •• VS

If Jungle Basin would come into play, return an untapped forest you control to its owner's hand instead. If you do, put Jungle Basin into play. If you don't, put it into its owner's graveyard. •• Add •• and one colorless mana to your mana pool.

**Karakas** LL U •• LG

•• Add •• to your mana pool. •• Return target Legend creature to its owner's hand.

**Karnoa** LAN U •• VS

If Karnoa would come into play, return an untapped plains you control to its owner's hand instead. If you do, put Karnoa into play. If you don't, put it into its owner's graveyard. •• Add •• and one colorless mana to your mana pool.

**Karpisun Forest** LAN R •• 5.6.7A

•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Karpisun Forest deals 1 damage to you.

**Keldan Necropolis** LL R •• IN

•• Add one colorless mana to your mana pool. •• Sacrifice a creature. Keldan Necropolis deals 2 damage to target creature or player.

**Kjeldoran Outpost** LAN R •• AI

If Kjeldoran Outpost would come into play, sacrifice a plains instead. If you do, put Kjeldoran Outpost into play. If you don't, put it into its owner's graveyard. •• Add •• to your mana pool. •• Add •• to your mana pool. Add •• to your mana pool. Add •• to your mana pool.

**Kor Haven** LL R •• NE

•• Add one colorless mana to your mana pool. •• Prevent all combat damage that would be dealt to target attacking creature this turn.

**Kankun Keep** LAN U •• HL

•• Add one colorless mana to your mana pool. •• Add •• to your mana pool. •• Add •• to your mana pool.

**Lake of the Dead** LAN R •• AI

If Lake of the Dead would come into play, sacrifice a swamp instead. If you do, put Lake of the Dead into play. If you don't, put it into its owner's graveyard. •• Add •• to your mana pool. •• Sacrifice a swamp. Add •• to your mana pool.

**Land Cap** LAN R •• IA

•• Add •• or •• to your mana pool. Land Cap doesn't

NAME	KIND	CR	PR	COST	SETS
untap during its controller's next untap step.					
<b>Lava Tubes</b>	LAN	R	••		IA
•• Add •• or •• to your mana pool. Lava Tubes doesn't untap during its controller's next untap step.					
<b>Library of Alexandria</b>	LAN	R	••		AN
•• Add one colorless mana to your mana pool. •• Draw a card. Play this ability only if you have exactly seven cards in your hand.					
<b>Llanowar Wastes</b>	LAN	R	••		AP
•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Llanowar Wastes deals 1 damage to you.					
<b>Lotus Vale</b>	LAN	R	••		WL
When Lotus Vale comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Lotus Vale. If you do, Lotus Vale gains: •• Add three mana of any one color to your mana pool.					
<b>Maze of Ith</b>	LAN	U	••		DK
•• Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.					
<b>Maze of Shadows</b>	LAN	U	••		TM
•• Add one colorless mana to your mana pool. •• Untap target attacking creature with shadow. Prevent all combat damage that would be dealt to and dealt by that creature this turn.					
<b>Mercadian Bazaar</b>	LAN	U	••		MM
Mercadian Bazaar comes into play tapped. •• Put a storage counter on Mercadian Bazaar. •• Remove any number of storage counters from Mercadian Bazaar. Add one red mana to your mana pool for each storage counter removed this way.					
<b>Metatruer</b>	LAN	R	••		PS
•• Choose a color of a permanent you control. Add one mana of that color to your mana pool.					
<b>Mishra's Factory</b>	LAN	U	••		4AQ
•• Add one colorless mana to your mana pool. •• Target Assembly Worker gets +1/+1 until end of turn. •• If you don't, put it into its owner's graveyard. •• Add •• to your mana pool. •• Target creature gets +1/+1 until end of turn.					
<b>Mishra's Workshop</b>	LAN	R	••		AQ

NAME	KIND	CR	PR	COST	SETS
<b>Rainbow Vale</b>	LAN	R	••		FE
•• Add one mana of any color to your mana pool. An opponent gains control of Rainbow Vale at end of turn.					
<b>Rath's Edge</b>	LL	U	••		NE
•• Sacrifice a land. Rath's Edge deals 1 damage to target creature or player.					
<b>Reflecting Pool</b>	LAN	R	••		TM
•• Add to your mana pool one mana of any type that a land you control could produce.					
<b>Remete Farm</b>	LAN	U	••		MM
Remete Farm comes into play tapped with two depletion counters on it. •• Remove a depletion counter from Remete Farm. Add two white mana to your mana pool. If there are no depletion counters on Remete Farm, sacrifice it.					
<b>Remote Isle</b>	LAN	C	••		UZ
Remete Isle comes into play tapped. •• Add •• to your mana pool. Cycling.					
<b>Rhythmic Circle</b>	LAN	R	••		PY
•• Choose a color. Add one mana of that color to your mana pool unless any player pays. •• You can't play this ability as another spell or ability is being played.					
<b>Rishadan Port</b>	LAN	R	••		MM
•• Add one colorless mana to your mana pool. •• Tap target land.					
<b>Rith's Grove</b>	LAN	U	••		PS
Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. •• Add •• or •• to your mana pool.					
<b>River Delta</b>	LAN	R	••		IA
•• Add •• or •• to your mana pool. River Delta doesn't untap during its controller's next untap step.					
<b>Rocky Tar Pit</b>	LAN	U	••		MG
Rocky Tar Pit comes into play tapped. •• Sacrifice Rocky Tar Pit. Search your library for a swamp or mountain card and put it into play. Then shuffle your library.					
<b>Roostwater Depths</b>	LAN	U	••		TM
•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Roostwater Depths doesn't untap during its controller's next untap step.					

NAME	KIND	CR	PR	COST	SETS
<b>Saprazzan Skerry</b>	LAN	C	••		MM
Saprazzan Skerry comes into play tapped with two depletion counters on it. •• Remove a depletion counter from Saprazzan Skerry. Add two blue mana to your mana pool. If there are no depletion counters on Saprazzan Skerry, sacrifice it.					
<b>Savannah</b>	LAN	R	••		LUR
Savannah is a forest and a plains. •• Add •• or •• to your mana pool.					
<b>Scalbard</b>	LAN	R	••		TM
Scalbard comes into play tapped. •• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Scalbard deals 1 damage to you.					
<b>School of the Unseen</b>	LAN	U	••		AI
•• Add one colorless mana to your mana pool. •• Add one mana of any color to your mana pool.					
<b>Scorched Ruins</b>	LAN	R	••		WL
When Scorched Ruins comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Scorched Ruins. If you do, Scorched Ruins gains: •• Add four colorless mana to your mana pool.					
<b>Scrubland</b>	LAN	R	••		LUR
Scrubland is a plains and a swamp. •• Add •• or •• to your mana pool.					
<b>Sealander's Quay</b>	LAN	U	••		LG
Blue legend creatures you control have bands with other legend creatures.					
<b>Serra's Sanctum</b>	LL	R	••		UZ
•• Add •• to your mana pool for each creature you control.					
<b>Shattered Valley</b>	LAN	R	••		AI
When Shattered Valley comes into play, sacrifice each other Shattered Valley you control. At the beginning of your upkeep, if you control three or fewer lands, you gain 1 life. •• Add one colorless mana to your mana pool.					
<b>Shivan Barge</b>	LL	R	••		UZ
•• Add one colorless mana to your mana pool. •• Shivan Barge deals 1 damage to each opponent.					
<b>Shivan Oasis</b>	LAN	U	••		IN
Shivan Oasis comes into play tapped. •• Add •• or •• to your mana pool.					
<b>Shivan Reef</b>	LAN	R	••		AP
•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Shivan Reef deals 1 damage to you.					
<b>Skyshroud Forest</b>	LAN	R	••		TM
Skyshroud Forest comes into play tapped. •• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Skyshroud Forest deals 1 damage to you.					
<b>Slippery Karst</b>	LAN	C	••		UZ
Slippery Karst comes into play tapped. •• Add •• to your mana pool. Cycling.					
<b>Smoldering Crater</b>	LAN	C	••		UZ
Smoldering Crater comes into play tapped. •• Add •• to your mana pool. Cycling.					
<b>Soldier Excavations</b>	LL	R	••		AI
If Soldier Excavations would come into play, sacrifice an untapped island instead. If you do, put Soldier Excavations into play. If you don't, put it into its owner's graveyard. •• Add •• and one colorless mana to your mana pool. •• Look at the top card of your library. You may put that card on the bottom of your library.					
<b>Sorrow's Path</b>	LAN	R	••		DK
•• Exchange the blessing assignments of two target black creatures an opponent controls. Sorrow's Path deals 2 damage to you and 2 damage to each creature you control.					
<b>Spawning Pool</b>	LAN	U	••		UL
Spawning Pool comes into play tapped. •• Add one black mana to your mana pool. •• Spawning Pool becomes a 1/1 black creature with "If you do, put Soldier Excavations into play. If you don't, put it into its owner's graveyard." •• Add •• to your mana pool. •• Add •• to your mana pool. •• Add •• to your mana pool. •• Add •• to your mana pool.					
<b>Stalking Stones</b>	LAN	U	••		TM
•• Add one colorless mana to your mana pool. •• Stalking Stones becomes a 3/3 artifact creature that's still a land.					
<b>Strip Mine</b>	LAN	U	••		4AQ
•• Add one colorless mana to your mana pool. •• Sacrifice Strip Mine. Destroy target creature.					
<b>Subterranean Hangar</b>	LAN	U	••		MM
Subterranean Hangar comes into play tapped. •• Put a storage counter on Subterranean Hangar. •• Remove any number of storage counters from Subterranean Hangar. Add one black mana to your mana pool for each storage counter removed this way.					
<b>Sulfur Vent</b>	LAN	C	••		IN
Sulfur Vent comes into play tapped. •• Add •• to your mana pool. •• Sacrifice Sulfur Vent. Add •• to your mana pool.					
<b>Sulfurous Springs</b>	LAN	R	••		5.6.7A
•• Add one colorless mana to your mana pool. •• Add •• to your mana pool. Sulfurous Springs deals 1 damage to you.					
<b>Sylvanite Temple</b>	LAN	U	••		5.6.FE
Sylvanite Temple comes into play tapped. •• Add •• to your mana pool. •• Sacrifice Sylvanite Temple. Add •• to your mana pool.					
<b>Talga</b>	LAN	R	••		LUR
Talga is a mountain and a forest. •• Add •• or •• to your mana pool.					
<b>Teferi's Isle</b>	LL	R	••		MG
Phasing. Teferi's Isle comes into play tapped. •• Add •• to your mana pool.					
<b>Terminal Moraine</b>	LAN	U	••		PS
•• Add one colorless mana to your mana pool. •• Sacrifice Terminal Moraine. Search your library for a basic land card and put that card into play. Then shuffle your library.					
<b>Terrain Generator</b>	LAN	U	••		NE
•• Add one colorless mana to your mana pool. •• Put a basic land card from your hand into play.					
<b>Thalakos Lowlands</b>	LAN	U	••		TM
•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Thalakos Lowlands doesn't untap during its controller's next untap step.					
<b>Thawing Glaciers</b>	LAN	R	••		AI
Thawing Glaciers comes into play tapped. •• Search your library for a basic land card and put that card into play. Then shuffle your library. If it's the end phase, return Thawing Glaciers to its owner's hand. Otherwise, return Thawing Glaciers to its owner's hand at end of turn.					
<b>The Tabernacle at Pendrell Vale</b>	LL	R	••		LG
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay ••."					

## KILLER COMBOS

When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards.

"Take your time."

At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.

Ask a Keldaa to hold his temper and you'll be left holding your gut.

**Standstill's got potential to be the new Ancestral Recall, if you can force your opponent to set it off. A lead in life and an Impatience on the table should do the trick, as your opponent can't afford to take 2 damage per turn forever.**

•• Add three colorless mana to your mana pool. Spend this mana only to play artifact spells.					
<b>Mogg Hollows</b>	LAN	U	••		TM
•• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Mogg Hollows doesn't untap during its controller's next untap step.					
<b>Mountain Stronghold</b>	LAN	U	••		LG
Rad Legend creatures you control have bands with other legend creatures.					
<b>Mountain Valley</b>	LAN	U	••		MG
Mountain Valley comes into play tapped. •• Sacrifice Mountain Valley. Search your library for a mountain or forest card and put it into play. Then shuffle your library.					
<b>Oasis</b>	LAN	U	••		4AN
•• Prevent the next 1 damage that would be dealt to target creature this turn.					
<b>Peat Bog</b>	LAN	C	••		MM
Peat Bog comes into play tapped with two depletion counters on it. •• Remove a depletion counter from Peat Bog. Add two black mana to your mana pool. If there are no depletion counters on Peat Bog, sacrifice it.					
<b>Pendelhaven</b>	LL	U	••		LG
•• Add •• to your mana pool. •• Target 1/1 creature gets +1/+2 until end of turn.					
<b>Phryxian Tower</b>	LL	R	••		UZ
•• Add one colorless mana to your mana pool. •• Sacrifice a creature. Add •• to your mana pool.					
<b>Pine Barrens</b>	LAN	R	••		TM
Pine Barrens comes into play tapped. •• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Pine Barrens deals 1 damage to you.					
<b>Plateau</b>	LAN	R	••		LUR
Plateau is a mountain and a plains. •• Add •• or •• to your mana pool.					
<b>Polished Mire</b>	LAN	C	••		UZ
Polished Mire comes into play tapped. •• Add •• to your mana pool. Cycling.					
<b>Quicksand</b>	LAN	U	••		VS
•• Add one colorless mana to your mana pool. •• Sacrifice Quicksand. Target attacking creature without flying gets -1/-2 until end of turn.					
<b>Ruins of Trokair</b>	LAN	U	••		5.6.FE
Ruins of Trokair comes into play tapped. •• Add •• to your mana pool. •• Sacrifice Ruins of Trokair. Add •• to your mana pool.					
<b>Rushtwood Grove</b>	LAN	U	••		MM
Rushtwood Grove comes into play tapped. •• Put a storage counter on Rushtwood Grove. •• Remove any number of storage counters from Rushtwood Grove. Add one green mana to your mana pool for each storage counter removed this way.					
<b>Safe Haven</b>	LAN	R	••		CHDK
•• Remove target creature you control from game. At the beginning of your upkeep, you may sacrifice Safe Haven. If you do, return to play under their owner's control all cards removed from the game with Safe Haven.					
<b>Salt Flats</b>	LAN	R	••		TM
Salt Flats comes into play tapped. •• Add one colorless mana to your mana pool. •• Add •• or •• to your mana pool. Salt Flats deals 1 damage to you.					
<b>Salt Marsh</b>	LAN	U	••		IN
Salt Marsh comes into play tapped. •• Add •• or •• to your mana pool.					
<b>Sand Silos</b>	LAN	R	••		5.FE
Sand Silos comes into play tapped. You may choose not to untap Sand Silos during your untap step. At the beginning of your upkeep, if Sand Silos is tapped, put a storage counter on it. •• Remove any number of storage counters from Sand Silos. Add •• to your mana pool for each storage counter removed this way.					
<b>Sandstone Needle</b>	LAN	C	••		MM
Sandstone Needle comes into play tapped with two depletion counters on it. •• Remove a depletion counter from Sandstone Needle. Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.					
<b>Saprazzan Cove</b>	LAN	U	••		MM
Saprazzan Cove comes into play tapped. •• Put a storage counter on Saprazzan Cove. •• Remove any number of storage counters from Saprazzan Cove. Add one blue mana to your mana pool for each storage counter removed this way.					

**MAGIC FACT** There are only five white "X-spells"—Alabaster Potion, Excise, Guardian Angel, Soul Echo and Temper.

## MAGIC DATA

●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ●WHITE ●LAND

ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

<sup>1</sup> Banned in Type 1 <sup>2</sup> Restricted in Type 1 <sup>3</sup> Banned in Extended <sup>4</sup> Banned in Block Format



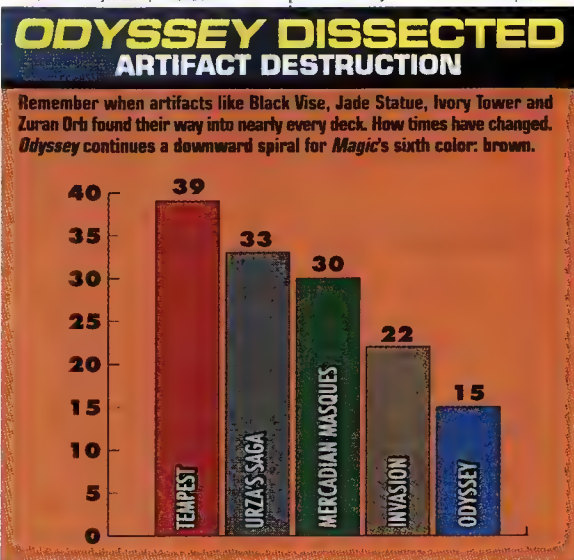
NAME	KIND	CR	PR	COST	SETS
<b>Thran Quarry</b>	LAN	R	...		UZ
At end of turn, if you control no creatures, sacrifice Thran Quarry. Add one mana of any color to your mana pool.					
<b>Timberline Ridge</b>	LAN	R	..		IA
Add or to your mana pool. Timberline Ridge doesn't untap during its controller's next untap step.					
<b>Tinder Farm</b>	LAN	C	...		IN
Tinder Farm comes into play tapped. Add or to your mana pool. Sacrifice Tinder Farm. Add or to your mana pool.					
<b>Tolaria</b>	LL	U	.		LG
Add or to your mana pool. Target creature loses banding or bands with other until end of turn. Play this ability only during upkeep.					
<b>Tolarian Academy</b>	LL	R	....		UZ
Add or to your mana pool for each artifact you control.					
<b>Tower of the Magistrate</b>	LAN	R	..		MM
Add one colorless mana to your mana pool. Target creature gains protection from artifacts until end of turn.					
<b>Treetop Village</b>	LAN	U	....		UL
Treetop Village comes into play tapped. Add one green mana to your mana pool. Treetop Village becomes a 3/3 green creature with trample until end of turn. It's still a land.					
<b>Treva's Ruins</b>	LAN	U	....		PS
Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-land card you control to its owner's hand. Add or to your mana pool.					
<b>Tropical Island</b>	LAN	R	....		LUR
Tropical Island is a forest and an island. Add or to your mana pool.					
<b>Tundra</b>	LAN	R	....		LUR
Tundra is a plains and an island. Add or to your mana pool.					
<b>Underground River</b>	LAN	R	....	5,6,7IA	
Add one colorless mana to your mana pool. Add or to your mana pool. Underground River deals 1 damage to you.					
<b>Underground Sea</b>	LAN	R	....		LUR
Underground Sea is an island and a swamp. Add or to your mana pool.					
<b>Undiscovered Paradise</b>	LAN	R	...		VS
Add one mana of any color to your mana pool. During the next untap step of Undiscovered Paradise's controller, as that player untaps his permanents, he returns Undiscovered Paradise to its owner's hand.					
<b>Unholy Citadel</b>	LAN	U	.		LG
Black Legend creatures you control have bands with other Legend creatures.					
<b>Urborg</b>	LL	U	...		LG
Add or to your mana pool. Target creature loses first strike or swampwalk until end of turn.					
<b>Urborg Volcano</b>	LAN	U	...		IN
Urborg Volcano comes into play tapped. Add or to your mana pool.					
<b>Urza's Mine</b>	LAN	C	..	5,CH,IAQ	
Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add an additional one colorless mana to your mana pool.					
<b>Urza's Power Plant</b>	LAN	C	..	5,CH,IAQ	
Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add an additional one colorless mana to your mana pool.					
<b>Urza's Tower</b>	LAN	C	..	5,CH,IAQ	
Add one colorless mana to your mana pool. If you con-					

NAME	KIND	CR	PR	COST	SETS
<b>Urza's Mine</b>	LAN	C	..		5,CH,IAQ
Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add an additional one colorless mana to your mana pool.					
<b>Vec Townships</b>	LAN	U	...		TM
Add one colorless mana to your mana pool. Add or to your mana pool. Vec Townships doesn't untap during its controller's next untap step.					
<b>Veldt</b>	LAN	R	...		IA
Add or to your mana pool. Veldt doesn't untap during its controller's next untap step.					
<b>Volcanic Island</b>	LAN	R	....		LUR
Volcanic Island is an island and a mountain. Add or to your mana pool.					
<b>Volrath's Stronghold</b>	LL	R	...		SH
Add one colorless mana to your mana pool. Put target creature card from your graveyard on top of your library.					
<b>Wasteland</b>	LAN	U	....		TM
Add one colorless mana to your mana pool. Sacrifice Wasteland. Destroy target nonbasic land.					
<b>Winding Canyons</b>	LAN	R	..		WL
Add one colorless mana to your mana pool. Until end of turn, you may play creature cards any time you could play an instant.					
<b>Wintermoon Mesa</b>	LAN	R	.		PY
Wintermoon Mesa comes into play tapped. Add one colorless mana to your mana pool. Sacrifice Winter-					

NAME	KIND	CR	PR	COST	SETS
<b>moon Mesa</b>	LAN	R	..		HL
Tap two target lands.					
<b>Wizard's School</b>	LAN	U	..		HL
Add one colorless mana to your mana pool. Add or to your mana pool. Add or to your mana pool.					
<b>Yavimaya Coast</b>	LAN	R	....		AP
Add one colorless mana to your mana pool. Add or to your mana pool. Yavimaya Coast deals 1 damage to you.					
<b>Yavimaya Hollow</b>	LL	R	...		UD
Add one colorless mana to your mana pool. Regenerate target creature.					

NAME	KIND	CR	PR	COST	SETS
<b>target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.</b>					
<b>Life / Death</b>	SP	U	...		AP
Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.					
<b>Order / Chaos</b>	SP	U	...		AP
Remove target attacking creature from the game. / Creatures can't block this turn.					
<b>Pain / Suffering</b>	SP	U	...		IN
Target player discards a card from his hand. / Destroy target land.					
<b>Spite / Malice</b>	SP	U	...		IN
Counter target noncreature spell. / Destroy target nonblack creature. It can't be regenerated.					
<b>Stand / Deliver</b>	SP	U	...		IN
Prevent the next 2 damage that would be dealt to target creature this turn. / Return target permanent to its owner's hand.					
<b>Wax / Wane</b>	SP	U	...		IN
Target creature gets +2/+2 until end of turn. / Destroy target enchantment.					

NAME	KIND	CR	PR	COST	SETS
<b>Assault / Battery</b>	SP	U	...		IN
Assault deals 2 damage to target creature or player. / Put a 3/3 green Elephant creature token into play.					
<b>Day / Night</b>	SP	U	...		AP
Creatures target player controls get +1/+1 until end of turn. / Target creature gets 1/1 until end of turn.					
<b>Fire / Ice</b>	SP	U	...		AP
Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.					
<b>Illusion / Reality</b>	SP	U	...		AP



## MAGIC CREATURE DECKS THAT'LL KICK YOUR BUTT



### Nut Hunters

**T**hey're furry, they spend their lives in search of nuts and they multiply faster than friggin' rabbits. No,

I'm not talking about boy bands,

but about squirrels. And thanks to Odyssey, Magic's got a

whole treeload of new wire-surfers to build a deck around.

This here squirrel deck churns out an acorn-chucking army faster than you can load up your B-B pistol. And when the nuts start gettin' collected, you'd better cover yourself 'cause someone's in for a world of hurt.



It won't take long to accumulate a rabid rodent swarm once the mana gets flowin'. Deranged Hermit provides four squirrel tokens and gives all squirrels +1/+1. Squirrel Mob grows with the squirrels you've got in play. Squirrel Wrangler also keeps the little guys multiplyin'. And then there's the Nut Collector, which gives you a squirrel each upkeep, gives all the furballs +2/+2 once you gain threshold, and is a much better insult than "scrub" to toss at your opponent.

Your spells are just as fun. When's the last time you used Superior Numbers as creature kill? Casting a Hermit with Dual Nature in play provides enough squirrels to start a farm. Give 'em haste, let 'em trample, make 'em unblockable. Hell, sit in a tree and throw acorns on your opponent. It's all good.

### the deck

#### GREEN CREATURES

- 3 Deranged Hermit
- 3 Liege Of The Hollows
- 2 Nut Collector
- 3 Squirrel Mob
- 3 Squirrel Wrangler

#### GREEN SPELLS

- 4 Chatter Of The Squirrel
- 2 Concordant Crossroads
- 3 Druid's Call
- 1 Dual Nature

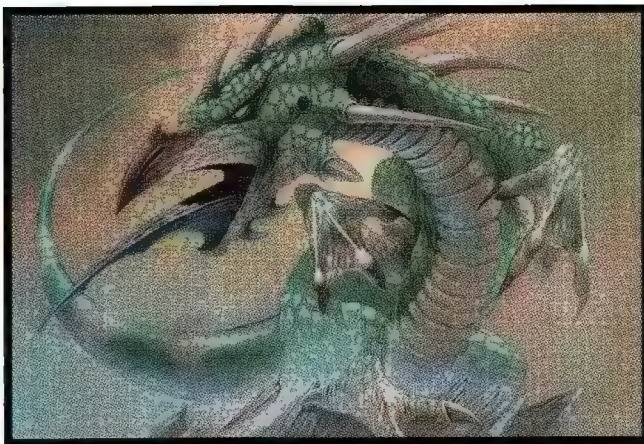
- 2 Falter
  - 2 Mob Justice
  - 1 Overrun
  - 2 Primal Rage
  - 1 Squirrel Nest
  - 4 Superior Numbers
- #### LAND
- 15 Forest
  - 5 Mountain
  - 4 Shivan Oasis



# Odyssey Players Guide

Didn't your mother tell you not to play in graveyards? Well, *Magic's* newest expansion, *Odyssey*, will make you tell yo' mama where she can stick her rules. With its two new graveyard-manipulating mechanics, flashback—which lets certain cards get cast from the grave—and threshold, which powers up dozens of creatures and spells should you have seven or more cards in the graveyard—*Odyssey* promises to kick off a new era of strategy and decktypes.

Which cards are you sure to want four of and which suck worse than a broken vacuum? Read on, it's all laid out for ya here. All without any edicts about picking up undead hitch-hikers or taking candy from the mad scientist next door.



## ARTIFACT

NAME	KIND	CR	PR	COST	SETS
<b>Calatraz Stone</b>	ART	R	---	00	
Flashback costs you pay cost up to loss. Flashback costs your opponents pay cost more.					
<b>Charmed Pendant</b>	ART	R	---	00	
Put this card of your library into your graveyard. For each creature name symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability any time you could play an instant.					
<b>Darkwater Egg</b>	ART	U	---	00	
Sacrifice Darkwater Egg. Add to your mana pool. Draw a card.					
<b>Junk Golem</b>	AC	R	---	00	
Junk Golem comes into play with three +1/+1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. Discard a card from your hand. Put a +1/+1 counter on Junk Golem. 0/0.					
<b>Limestone Golem</b>	AC	U	---	00	
Sacrifice Limestone Golem. Target player draws a card. 3/4.					
<b>Milkrin</b>	AC	U	---	00	
Put the top card of your library into your graveyard. Add one colorless mana to your mana pool. 0/1.					
<b>Mirari</b>	ART	R	---	00	
Whenever you play an instant or sorcery spell, you may pay. If you do, put a copy of that spell on the stack. You may choose new targets for the copy.					
<b>Mossfire Egg</b>	ART	J	---	00	
Sacrifice Mossfire Egg. Add to your mana pool. Draw a card.					
<b>Otarion Juggernaut</b>	AC	R	---	00	
Otarion Juggernaut can't be blocked by Walls. Threshold: Otarion Juggernaut gets +2/+2 and attacks each turn if able. 2/3.					
<b>Patchwork Gnomes</b>	AC	U	---	00	
Discard a card from your hand. Regenerate Patchwork Gnomes. 2/1.					
<b>Sandstone Deadfall</b>	ART	U	---	00	
Sacrifice two lands and Sandstone Deadfall. Destroy target attacking creature.					
<b>Shadowdwell Egg</b>	ART	U	---	00	
Sacrifice Shadowdwell Egg. Add to your mana pool. Draw a card.					
<b>Skylit Egg</b>	ART	U	---	00	
Sacrifice Skylit Egg. Add to your mana pool. Draw a card.					
<b>Steamfowl</b>	ART	J	---	00	
Remove target card in a graveyard from the game. Sacrifice Steamfowl. Remove target card in a graveyard from the game.					
<b>Sungraze Egg</b>	ART	U	---	00	
Sacrifice Sungraze Egg. Add to your mana pool. Draw a card.					

## BLACK

<b>Amulet</b>	INS	C	---	00	
Target creature gets -1/-1 until end of turn. Draw a card.					
<b>Blodcurdler</b>	SC	R	---	00	
Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold: Blodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." 1/1.					
<b>Brads, Cabal Minion</b>	SL	R	---	00	
At the beginning of each player's upkeep, that player sacrifices an artifact creature or land. 2/2.					
<b>Buried Alive</b>	SOR	U	---	00	
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.					
<b>Cabal Inquisitor</b>	SC	C	---	00	
Threshold. Remove two cards in your graveyard from the game. Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. 1/1.					
<b>Cabal Patriarch</b>	SL	C	---	00	
Sacrifice a creature. Target creature gets -2/-2 until end of turn. Remove a creature card in your graveyard from the game. Target creature gets -2/-2 until end of turn. 5/5.					
<b>Cabal Shrine</b>	EN	R	---	00	
Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.					

## BLUE

<b>Cautious Tar</b>	EL	U	---	00	
Enchanted and has "Target player loses 3 life."					
<b>Childhood Horror</b>	SC	U	---	00	
Flying. Threshold: Childhood Horror gets +2/+2 and can't block. 2/2.					
<b>Coffin Purge</b>	INS	C	---	00	
Remove target card in a graveyard from the game. Flashback.					
<b>Crypt Creeper</b>	SC	C	---	00	
Sacrifice Crypt Creeper. Remove target card in a graveyard from the game. 2/1.					
<b>Cursed Monstrosity</b>	SC	R	---	00	
Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand. 4/3.					
<b>Decaying Slab</b>	EN	R	---	00	
At the beginning of your upkeep, remove a card in your graveyard from the game. Threshold: Whenever a nonland creature is put into your graveyard from play, you may pay. If you do, return that card to your hand.					
<b>Decompose</b>	SOR	U	---	00	
Remove up to three target cards in a single graveyard from the game.					
<b>Diabolic Tutor</b>	SOR	U	---	00	
Search your library for a card, and put that card into your hand. Then shuffle your library.					
<b>Dirty Wererat</b>	SC	C	---	00	
Discard a card from your hand. Regenerate Dirty Wererat. Threshold: Dirty Wererat gets +2/+2 and can't block. 2/3.					
<b>Dusk</b>	SC	C	---	00	
Flying. 2/1.					
<b>Ertomb</b>	INS	R	---	00	
Search your library for a card and put that card into your graveyard. Then shuffle your library.					
<b>Execute</b>	INS	U	---	00	
Destroy target white creature. It can't be regenerated. Draw a card.					
<b>Face of Fear</b>	SC	C	---	00	
Discard a card from your hand. Face of Fear can't be blocked until turn except by artifact creatures and/or black creatures. 3/4.					
<b>Famished Ghoul</b>	SC	U	---	00	
Sacrifice Famished Ghoul. Remove up to two target cards in a single graveyard from the game. 3/2.					
<b>Filthy Cur</b>	SC	C	---	00	
Whenever Filthy Cur is dealt damage, you lose that much life. 2/2.					
<b>Fledgling Imp</b>	SC	C	---	00	
Discard a card from your hand. Fledgling Imp gains flying until end of turn. 2/2.					
<b>Frightcrawler</b>	SC	C	---	00	
Frightcrawler can't be blocked except by artifact creatures and/or black creatures. Threshold: Frightcrawler gets +2/+2 and can't block. 1/1.					
<b>Ghastly Demise</b>	INS	C	---	00	
Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.					
<b>Gravedigger</b>	SC	C	---	00	
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
<b>Gravestorm</b>	EN	R	---	00	
At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.					
<b>Hunting Echoes</b>	SOR	R	---	00	
Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way, and remove them from the game. Then that player shuffles his or her library.					
<b>Hint of Insanity</b>	SOR	R	---	00	
Target player reveals his or her hand. That player discards from it n nonland cards with the same name as another card in his or her hand.					
<b>Infected Vermin</b>	SC	U	---	00	
Infected Vermin deals 1 damage to each creature and each player. Threshold: Infected Vermin deals 5 damage to each creature and each player. 1/1.					
<b>Immacent Blood</b>	SOR	C	---	00	
Each player sacrifices a creature.					

## RED

<b>Last Rites</b>	SOR	C	---	00	
Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.					
<b>Malevolent Awakening</b>	EN	U	---	00	
Sacrifice a creature. Return target creature card from your graveyard to your hand.					
<b>Mind Burst</b>	SOR	C	---	00	
Target player discards X cards from his or her hand, where X is one plus the number of Wind-Burst cards in all graveyards.					
<b>Mindslicer</b>	SC	R	---	00	
When Mindslicer is put into a graveyard from play, each player discards his or her hand. 4/3.					
<b>Morbid Hunger</b>	SOR	C	---	00	
Morbid Hunger deals 3 damage to target creature or player. You gain 3 life. Flashback.					
<b>Marque Theft</b>	SOR	C	---	00	
Return target creature card from your graveyard to your hand. Flashback.					
<b>Mortivore</b>	SC	R	---	00	
Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. Regenerate Mortivore. 1/1.					
<b>Nefarious Lich</b>	EN	R	---	00	
If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead.					
<b>Oversaver Apprentice</b>	SC	C	---	00	
Discard a card from your hand. Sacrifice Oversaver Apprentice. Add to your mana pool. 1/2.					
<b>Painbringer</b>	SC	U	---	00	
Remove any number of cards in your graveyard from the game. Target creature gets -X/-X until end of turn, where X is the number of cards removed this way. 1/1.					
<b>Pariah's Desire</b>	SC	C	---	00	
Enchanted creature gets -2/-2. Threshold: Enchanted creature gets an additional -2/-2.					
<b>Repentant Vampire</b>	SC	R	---	00	
Flying. Whenever a creature deals damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. Threshold: Repentant Vampire is white and has "Destroy target black creature." 3/3.					
<b>Rotting Giant</b>	SC	U	---	00	
Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. 3/3.					
<b>Sadistic Hypnotist</b>	SC	U	---	00	
Sacrifice a creature. Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery. 2/2.					
<b>Screams of the Damned</b>	EN	U	---	00	
Remove a card in your graveyard from the game. Screams of the Damned deals 1 damage to each creature and each player.					
<b>Skeletal Scrying</b>	INS	U	---	00	
As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.					
<b>Skull Fracture</b>	SOR	U	---	00	
Target player discards a card from his or her hand. Flashback.					
<b>Stalking Bloodsucker</b>	SC	R	---	00	
Flying. Discard a card from your hand. Stalking Bloodsucker gets +2/+2 until end of turn. 4/4.					
<b>Tainted Pact</b>	SC	R	---	00	
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever happens first.					
<b>Targeted</b>	SC	R	---	00	
Target player removes all cards with flashback in his or her graveyard from the game.					
<b>Traveling Plague</b>	EC	R	---	00	
At the beginning of each player's upkeep, put a plague counter on Traveling Plague. Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. When enchanted creature leaves play, that creature's controller returns Traveling Plague from his or her graveyard to play.					
<b>Whispering Shade</b>	SC	C	---	00	

## WHITE

<b>Swampwalk</b>	SC	C	---	00	
Whispering Shade gets +1/+1 until end of turn. 1/1.					
<b>Zombie Assassin</b>	SC	C	---	00	
Remove two cards in your graveyard and Zombie Assassin from the game. Destroy target nonblack creature. It can't be regenerated. 3/2.					
<b>Zombie Cannibal</b>	SC	C	---	00	
Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game. 1/1.					
<b>Zombie Infestation</b>	EN	U	---	00	
Discard two cards from your hand. Put a 2/2 black Zombie creature token into play.					
<b>Zombify</b>	SOR	U	---	00	
Return target creature card from your graveyard to play.					

## BLACK

COMMON U=UNCOMMON R=RARE					
GREEN ● RED ● WHITE ● LAND					
<hr/>					
LAN	Land	SL	Summon Legend		
LL	Legendary Land	SOR	Sorcery		
SC	Summon Creature	SP	Split Card		



NAME	KIND	CR	PR	COST	SETS
<b>Concentrate</b>	SOR	U	---	●●●●	00
Draw three cards.					
<b>Cultural Exchange</b>	SOR	R	---	●●●●	00
Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures.					
<b>Deluge</b>	INS	U	---	●●●●	00
Up to 4 creatures without flying.					
<b>Dematerialize</b>	SOR	R	---	●●●●	00
Return target permanent to its owner's hand.					
<b>Flashback</b>	INS	R	---	●●●●	00
<b>Divert</b>	INS	R	---	●●●●	00
Change the target of target spell with a single target unless that spell's controller pays.					
<b>Dreamwinder</b>	SC	C	---	●●●●	00
Dreamwinder can't attack unless defending player controls an island. Sacrifice an island target land becomes an island until end of turn 4/3.					
<b>Escape Artist</b>	SC	C	---	●●●●	00
Escape Artist is Unblockable. Discard a card from your hand. Return Escape Artist to its owner's hand. 1/1.					
<b>Extract</b>	SOR	R	---	●●●●	00
Search target player's library for a card, and remove that card from the game. Then that player shuffles his or her library.					
<b>Fervent Denial</b>	INS	U	---	●●●●	00
Counter target spell. Flashback.					
<b>Immoblizing Ink</b>	EC	C	---	●●●●	00
Enchanted creature doesn't untap during its controller's untap step. Enchanted creature can't be discarded a card from your hand. Untap this creature.					
<b>Languette's Creativity</b>	SOR	U	---	●●●●	00
Target player draws cards equal to the number of cards in that player's hand, then discards that many cards.					
<b>Patron Wizard</b>	SC	R	---	●●●●	00
Tap an untapped Wizard you control. Counter target spell unless its controller pays 2/2.					
<b>Pedantic Learning</b>	EN	U	---	●●●●	00
Whenever a land card is put into your graveyard from your library, you may pay $\frac{1}{2}$ if you draw a card.					
<b>Peek</b>	INS	C	---	●●●●	00
Look at target player's hand. Draw a card.					
<b>Persuasion</b>	EC	R	---	●●●●	00
You control enchanted creature.					
<b>Phantom Whelp</b>	SOR	C	---	●●●●	00
When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat. 2/2.					
<b>Predict</b>	INS	U	---	●●●●	00
Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.					
<b>Peloric Gift</b>	INS	C	---	●●●●	00
Enchanted creature has $\frac{1}{2}$ . This creature deals one damage to target creature or player.					
<b>Pulsating Illusion</b>	SC	U	---	●●●●	00
Flying. Discard a card from your hand. Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn. 0/1.					
<b>Puppeteer</b>	SC	J	---	●●●●	00
Tap or untap target creature. 1/2.					
<b>Repeal</b>	INS	C	---	●●●●	00
Put target creature on top of its owner's library.					
<b>Rites of Refusal</b>	INS	C	---	●●●●	00
Discard any number of cards from your hand. Counter target spell unless its controller pays $\frac{1}{2}$ for each card discarded this way.					
<b>Servicer</b>	SC	C	---	●●●●	EX 00
When Servicer comes into play, you may return target instant card from your graveyard to your hand. 2/2.					
<b>Shifty Doppelganger</b>	SC	R	---	●●●●	00
Remove Shifty Doppelganger from the game. Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn sacrifice that creature. If you do return Shifty Doppelganger to play. 1/1.					
<b>Standstill</b>	EN	U	---	●●●●	00
When a player plays a spell, sacrifice Standstill. If you do, then each of that player's opponents draws three cards.					
<b>Synopsis</b>	INS	C	---	●●●●	00
Counter target spell unless its controller pays $\frac{1}{2}$ . If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.					
<b>Think Tank</b>	EN	U	---	●●●●	00
At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.					
<b>Thought Devourer</b>	SC	R	---	●●●●	00
Flying. Your maximum hand size is reduced by four. 4/4.					
<b>Thought Eater</b>	SC	U	---	●●●●	00
Flying. Your maximum hand size is reduced by three. 2/2.					
<b>Thought Nibbler</b>	SC	C	---	●●●●	00
Flying. Your maximum hand size is reduced by two. 1/1.					
<b>Time Stretch</b>	SOR	R	---	●●●●	00
Target player takes two extra turns after this one.					
<b>Touch of Invisibility</b>	SOR	C	---	●●●●	00
Target creature is unblockable this turn. Draw a card.					
<b>Traumatize</b>	SOR	R	---	●●●●	00
Target player puts the top half of his or her library, rounded down, into his or her graveyard.					
<b>Trestle Sentinel</b>	SC	C	---	●●●●	00
Flying. Protection from green. 2/3.					
<b>Unifying Theory</b>	EN	R	---	●●●●	00
Whenever a player plays a spell, that player may pay $\frac{1}{2}$ . If the player does, he or she draws a card.					
<b>Uphaveal</b>	SOR	R	---	●●●●	00
Return all permanents to their owners' hands.					
<b>Words of Wisdom</b>	INS	C	---	●●●●	00
You draw two cards, then each other player draws a card.					

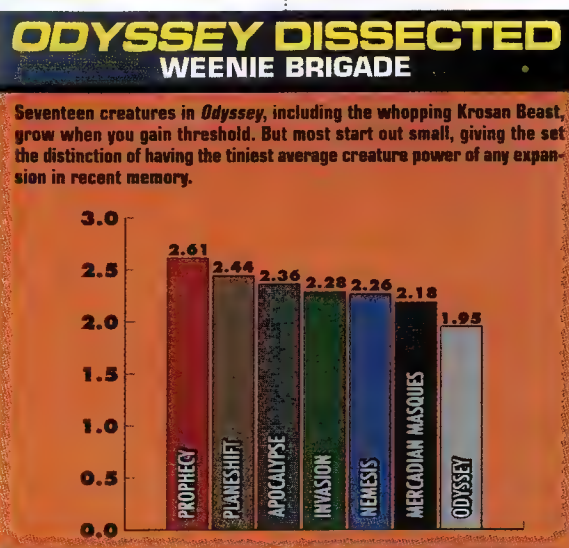
NAME	KIND	CR	PR	COST	SETS
<b>Abrogator</b>	SL	R	---	●●●●●●	00
Sacrifice an Abg Abrogator gets +X/+X until end of turn, where X is the sacrificed Abg's power. 5/5.					
<b>Decimate</b>	SOR	R	---	●●●●●●	00
Destroy target artifact, target creature, target enchantment and target land.					
<b>Iridescent Angel</b>	SC	R	---	●●●●●●	00
Flying. Protection from all colors. 4/4.					
<b>Lithotag</b>	SC	U	---	●●●●●●	00
Sacrifice an artifact. Lithotag gets +1/+1 until end of turn. Sacrifice a land: Lithotag gets +1/+1 until end of turn. 1/2.					
<b>Mystic Enforcer</b>	SC	R	---	●●●●●●	00
Protection from black. Threshold: Mystic Enforcer gets +3/+3 and has flying. 3/3.					
<b>Phantolog</b>	SC	U	---	●●●●●●	00
Sacrifice an enchantment. Phantolog gets +1/+1 until end of turn. Discard a card from your hand. Phantolog gets +1/+1 until end of turn. 1/2.					
<b>Psychotag</b>	SC	J	---	●●●●●●	00
Discard a card from your hand. Psychotag gets +1/+1 until end of turn.					

## MAGIC SET ABBREVIATIONS

AI Alliances	DK The Dark	HL HomeLands	MG Mirage	PS Planeshift	SH Stranghold	UZ Urza's Saga
AQ Antiquities	EX Exodus	IA Ice Age	MM Mercs Masquers	FY Planeshift	TM Tempest	VS Visions
AN Arabian Nights	FE Fallen Empires	IN Invasion	NE Nemesis	R Revised	U Unlimited	WL Weatherlight
AP Apocalypse	5 Fifth Edition	L Limited	OD Odyssey	7 Seventh Edition	UD Urza's Destiny	
CH Chronicles	4 Fourth Edition	LG Legends	PR Promo	6 Sixth Edition	UL Urza's Legacy	

NAME	KIND	CR	PR	COST	SETS
<b>Forestwalk 2/2.</b>					
<b>Metamorphic Wurm</b>	SC	U	---	●●●●	00
Threshold: Metamorphic Wurm gets +4/+4. 3/3.					
<b>Moment's Peace</b>	INS	C	---	●●●●	00
Prevent all combat damage that would be dealt this turn. Flashback.					
<b>Muscle Burst</b>	INS	C	---	●●●●	00
Target creature gets +X/+X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.					
<b>Nantuko Disciple</b>	SC	C	---	●●●●	00
Target creature gets +2/+2 until end of turn. 2/2.					
<b>Nantuko Elder</b>	SC	U	---	●●●●	00
Add $\frac{1}{2}$ to your mana pool. 1/2.					
<b>Nantuko Mentor</b>	SC	R	---	●●●●	00
Target creature gets +X/+X until end of turn, where X is that creature's power. 1/1.					
<b>Nantuko Shrine</b>	EN	R	---	●●●●	00
Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell's creature. 1/2.					
<b>New Frontiers</b>	SOR	R	---	●●●●	00
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.					
<b>Nimble Mongoose</b>	SC	U	---	●●●●	00
Nimble Mongoose can't be the target of spells or abilities. Threshold: Nimble Mongoose gets +2/+2. 1/1.					
<b>Nut Collector</b>	SC	R	---	●●●●	00
At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. Threshold: All Squirrels get +2/+2. 1/1.					
<b>Overturn</b>	SOR	U	---	●●●●	EX 00
Creatures you control get +3/+3 and gain trample until end of turn.					
<b>Piper's Melody</b>	SOR	U	---	●●●●	00
Shuffle any number of target creature cards from your graveyard into your library.					
<b>Primal Frenzy</b>	EC	C	---	●●●●	00
Enchanted creature has trample.					
<b>Rabid Elephant</b>	SC	C	---	●●●●	00
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. 3/4.					
<b>Refresh</b>	INS	C	---	●●●●	00
Regenerate target creature. Draw a card.					
<b>Rites of Spring</b>	SOR	C	---	●●●●	00
Discard any number of cards from your hand. Search your					

NAME	KIND	CR	PR	COST	SETS
<b>Bearscape</b>	EN	R	---	●●●●	00
Remove two cards in your graveyard from the game. Put a 2/2 green Bear creature token into play.					
<b>Beast Attack</b>	INS	U	---	●●●●	00
Put a 4/4 green Bear creature token into play. Flashback.					
<b>Call of the Herd</b>	SOR	R	---	●●●●	00
Put a 3/3 green Elephant creature token into play. Flashback.					
<b>Cartographer</b>	SC	C	---	●●●●	EX 00
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.					
<b>Chatter of the Squirrel</b>	SOR	C	---	●●●●	00
Put a 1/1 green Squirrel creature token into play. Flashback.					
<b>Chlorophant</b>	SC	R	---	●●●●	00
At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. Threshold: At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant. 1/1.					
<b>Crashing Centaur</b>	SC	L	---	●●●●	00
Discard a card from your hand. Crashing Centaur gains trample until end of turn. Threshold: Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. 3/4.					
<b>Deep Reconnaissance</b>	SOR	C	---	●●●●	00



Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Flashback.					
<b>Diligent Farmhand</b>	SC	C	---	●●●●	00
Sacrifice Diligent Farmhand. Search your library for a basic land card, and put that card into play tapped. Then shuffle your library. If Diligent Farmhand is a Muscle Burst, its effect costs 1. Whenever a creature enters the battlefield, it gets +1/+1 until end of turn. 1/1.					
<b>Druid Lyric</b>	SC	C	---	●●●●	00
Sacrifice a Druid Lyric. Destroy target enchantment. 1/1.					
<b>Druid's Call</b>	EC	U	---	●●●●	00
Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.					
<b>Elephant Ambush</b>	INS	C	---	●●●●	00
Put a 3/3 green Elephant creature token into play. Flashback.					
<b>GORILLA TITAN</b>	SC	U	---	●●●●	00
Trample. Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard. 4/4.					
<b>Ground Seal</b>	EN	R	---	●●●●	00
When Ground Seal comes into play, draw a card. Cards in graveyards can't be the targets of spells or abilities.					
<b>Holistic Wisdom</b>	EN	R	---	●●●●	00
Remove a card in your hand from the game. Return target card from your graveyard to your hand if it shares a type with the card removed this way.					
<b>Howling Gale</b>	INS	U	---	●●●●	00
Howling Gale deals 1 damage to each creature with flying and to each player. Flashback.					
<b>Ivy Elemental</b>	SC	R	---	●●●●	00
Ivy Elemental comes into play with X +1/+1 counters on it. 0/0.					
<b>Krosnan Archer</b>	SC	R	---	●●●●	00
Krosnan Archer may block as though it has flying. Discard a card from your hand. Krosnan Archer gets +1/+2 until end of turn. 2/3.					
<b>Krosnan Avenger</b>	SC	C	---	●●●●	00
Trample. Threshold: Krosnan Avenger gets +1/+1 until end of turn. Flashback.					
<b>Krosnan Beast</b>	SC	R	---	●●●●	00
Threshold: Krosnan Beast gets +1/+1. 1/1.					
<b>Leaf Dancer</b>	SC	C	---	●●●●	00

NAME	KIND	CR	PR	COST	SETS
<b>Forestwalk 2/2.</b>					
<b>Metamorphic Wurm</b>	SC	U	---	●●●●	00
Threshold: Metamorphic Wurm gets +4/+4. 3/3.					
<b>Moment's Peace</b>	INS	C	---	●●●●	00
Prevent all combat damage that would be dealt this turn. Flashback.					
<b>Muscle Burst</b>	INS	C	---	●●●●	00
Target creature gets +X/+X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.					
<b>Nantuko Disciple</b>	SC	C	---	●●●●	00
Target creature gets +2/+2 until end of turn. 2/2.					
<b>Nantuko Elder</b>	SC	U	---	●●●●	00
Add $\frac{1}{2}$ to your mana pool. 1/2.					
<b>Nantuko Mentor</b>	SC	R	---	●●●●	00
Target creature gets +X/+X until end of turn, where X is that creature's power. 1/1.					
<b>Nantuko Shrine</b>	EN	R	---	●●●●	00
Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell's creature. 1/2.					
<b>New Frontiers</b>	SOR	R	---	●●●●	00
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.					
<b>Nimble Mongoose</b>	SC	U	---	●●●●	00
Nimble Mongoose can't be the target of spells or abilities. Threshold: Nimble Mongoose gets +2/+2. 1/1.					
<b>Nut Collector</b>	SC	R	---	●●●●	00
At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. Threshold: All Squirrels get +2/+2. 1/1.					
<b>Overturn</b>	SOR	U	---	●●●●	EX 00
Creatures you control get +3/+3 and gain trample until end of turn.					
<b>Piper's Melody</b>	SOR	U	---	●●●●	00
Shuffle any number of target creature cards from your graveyard into your library.					
<b>Primal Frenzy</b>	EC	C	---	●●●●	00
Enchanted creature has trample.					
<b>Rabid Elephant</b>	SC	C	---	●●●●	00
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. 3/4.					
<b>Refresh</b>	INS	C	---	●●●●	00
Regenerate target creature. Draw a card.					
<b>Rites of Spring</b>	SOR	C	---	●●●●	00
Discard any number of cards from your hand. Search your					

NAME	KIND	CR	PR	COST	SETS
number of land cards in all graveyards. 7/7.					
<b>Twilighter</b>	SC	U	---	●●●●	00
● Sacrifice Twilighter. Two target creatures each get +2/+2 until end of turn. 2/2.					
<b>Verdant Succession</b>	EN	R	---	●●●●	00
Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.					
<b>Vivify</b>	INS	U	---	●●●●	00
Target land becomes a 3/3 creature until end of turn. It's still a land. Draw a card.					
<b>Weatherbear</b>	SC	C	---	●●●●	00
● Add $\frac{1}{2}$ to your mana pool. Threshold: Weatherbear gets +3/+3. 1/1.					
<b>Wild Mongrel</b>	SC	C	---	●●●●	00
Discard a card from your hand. Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn. 2/2.					
<b>Woodland Druid</b>	SC	C	---	●●●●	00
1/2.					
<b>Zoologist</b>	SC	R	---	●●●●	00
● Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard. 1/2.					
<b>RED</b>					
<b>Acceptable Losses</b>	SC	C	---	●●●●	00
As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.					
<b>Anarchist</b>	SC	C	---	●●●●	EX00
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.					
<b>Ashen Firebrand</b>	SC	R	---	●●●●	00
● Ashen Firebrand deals 1 damage to each creature without flying. 5/5.					
<b>Barbarian Lunic</b>	SC	C	---	●●●●	00
● Sacrifice Barbarian Lunic. Barbarian Lunic deals 2 damage to target creature. 2/1.					
<b>Rash to Bit</b>	INS	U	---	●●●●	00
Destroy target artifact. Rashback.					
<b>Battle Strain</b>	EN	U	---	●●●●	00
Whenever a creature battles, Battle Strain deals 1 damage to that creature's controller.					
<b>Blazing Salvu</b>	INS	C	---	●●●●	00
Blazing Salvu deals 3 damage to target creature, unless that creature's controller has Blazing Salvu deal 5 damage to him or her.					
<b>Bomb Squad</b>	SC	R	---	●●●●	00
● Put a fuse counter on target creature. At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on it. Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. 1/1.					
<b>Burning Sands</b>	EN	R	---	●●●●	00
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a card.					
<b>Chamfringer</b>	SC	C	---	●●●●	00
● Chamfringer deals 1 damage to target creature or player. Threshold. ● Chamfringer deals 2 damage to target creature or player. 2/2.					
<b>Chance Encounter</b>	EN	R	---	●●●●	00
Whenever you win a coin flip, put a fuse counter on Chance Encounter. At the beginning of your upkeep, if Chance Encounter has 10 or more fuse counters on it, you win the game.					
<b>Demolish</b>	SC	U	---	●●●●	00
Destroy target artifact or land.					
<b>Demoralize</b>	INS	C	---	●●●●	00
Each creature can't be blocked this turn except by two or more creatures. Threshold. Creatures can't upkeep. If Chance Encounter has 10 or more fuse counters on it, you win the game.					
<b>Dwarven Grunt</b>	SC	C	---	●●●●	00
Mountainwalk. 1/1.					
<b>Dwarven Recruiter</b>	SC	U	---	●●●●	00
When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library. Then put those cards on top of it in any order. 2/2.					
<b>Dwarven Shrine</b>	SC	C	---	●●●●	00
Whenever a player pays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.					
<b>Dwarven Strike Force</b>	SC	C	---	●●●●	00
Discard a card at random from your hand. Dwarven Strike Force gets first strike and haste until end of turn. 4/3.					
<b>Earth Rite</b>	SC	C	---	●●●●	00
Destroy target land. Flashback.					
<b>Ember Beast</b>	SC	C	---	●●●●	00
Ember Beast can't attack on basic lands. 3/4.					
<b>Engulfing Flames</b>	SC	C	---	●●●●	00
Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. Flashback.					
<b>Epitaph</b>	SC	R	---	●●●●	00
Target player sacrifices a land. Threshold. All players sacrifice all lands instead.					
<b>Firebolt</b>	SC	C	---	●●●●	00
Firebolt deals 2 damage to target creature or player. Flashback.					
<b>Flame Burst</b>	INS	C	---	●●●●	00
Flame Burst deals X damage to target creature or player, where X is 2 plus the number of Flame Burst cards in all graveyards.					
<b>Frantic Dig</b>	SC	C	---	●●●●	00
● Discard a card at random from your hand. Frantic Dig gets +3/+4 until end of turn. 2/3.					
<b>Halberdier</b>	SC	C	---	●●●●	00
First strike. 3/1.					
<b>Impulsive Misadventures</b>	EN	R	---	●●●●	00
Whenever a creature attacks, flip a coin. If you win the flip the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal damage this turn, prevent that damage.					
<b>Kamahl, Pit Fighter</b>	SC	R	---	●●●●	00
Whenever Kamahl, Pit Fighter deals 3 damage to target creature or player, 6/1.					
<b>Kamahl's Desire</b>	EC	C	---	●●●●	00
Enchanted creature has first strike. Threshold. Enchanted creature gets +3/+4.					
<b>Lava Blister</b>	SC	U	---	●●●●	00
Destroy target nontoken land unless its controller has Lava Blister deal 5 damage to him or her.					
<b>Liquid Fire</b>	SC	U	---	●●●●	00
Liquid Fire deals 5 damage divided as you choose between target creature and the creature's controller.					
<b>Mad Dog</b>	EN	R	---	●●●●	00
At the end of your turn, if Mad Dog hasn't attacked or come under your control this turn, sacrifice it. 2/2.					
<b>Magma Venn</b>	EN	U	---	●●●●	00
● Sacrifice a land. Magma Venn deals 1 damage to each creature without flying.					
<b>Magnivores</b>	SC	R	---	●●●●	00
Whenever a creature's power and toughness are each equal to the number of signature cards in all graveyards, 7/7.					





## Players Guide

NAME	KIND	CR	PR	COST	SETS
<b>Mine Layer</b>	SC	R	..	●●	00
●●●● Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves play, remove all mine counters from all lands 1/1.					
<b>Minotaur Explorer</b>	SC	U	..	●●	00
When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand 3/3.					
<b>Molten Influence</b>	INS	R	..	●●	00
Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.					
<b>Mudhole</b>	INS	R	..	●●	00
Target player removes all land cards in his or her graveyard from the game.					
<b>Need for Speed</b>	EN	R	..	●●	00
Sacrifice a land; Target creature gains haste until end of turn.					
<b>Obstinate Familiar</b>	SC	R	..	●●	00
If you would draw a card, you may skip that draw instead 1/1.					
<b>Parcic Firecat</b>	SC	C	..	●●	00
Haste; If Parcic Firecat is in a graveyard, Flame Burst's effect counts it as a Flame Burst 2/3.					
<b>Parcic Miner</b>	SC	R	..	●●	00
Sacrifice Parcic Miner; Target player can't play lands this turn 1/1.					
<b>Parcic Swordsman</b>	SC	C	..	●●	00
●● Discard a card at random from your hand; Parcic Swordsman gets +2/+2 until end of turn 1/1.					
<b>Price of Glory</b>	EN	U	..	●●	00
Whenever a player taps a land for mana during another player's turn, destroy that land.					
<b>Reckless Charge</b>	SC	R	..	●●	00
Target creature gets +3/+0 and gains haste until end of turn. Flashback: ●●●●.					
<b>Recoup</b>	SUR	U	..	●●	00
Target sorcery card in your graveyard gains flashback until end of turn.					

NAME	KIND	CR	PR	COST	SETS
of turn, its flashback cost is equal to its mana cost. Flashback: ●●●●.					
<b>Rites of Initiation</b>	INS	C	...	●●	00
Discard any number of cards at random from your hand. Creatures you control get +1/+1 until end of turn for each card discarded this way.					
<b>Savage Firecat</b>	SC	R	..	●●	00
●●●●●● Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat 0/0.					
<b>Scorching Missile</b>	SOR	C	..	●●	00
Scorching Missile deals 4 damage to target player. Flashback: ●●●●.					
<b>Seize the Day</b>	SOR	R	...	●●	00
Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase. Flashback: ●●●●.					
<b>Shower of Coals</b>	SUR	U	...	●●	00
Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold: Shower of Coals deals 4 damage to each of those creatures and/or players instead.					
<b>Spark Mage</b>	SC	U	..	●●	00
Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls 1/1.					
<b>Steam Vines</b>	EL	U	...	●●	00
When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.					
<b>Thermal Blast</b>	INS	C	...	●●	00
Thermal Blast deals 3 damage to target creature. Threshold: Thermal Blast deals 5 damage to that creature instead.					
<b>Tremble</b>	SOR	C	...	●●	00
Each player sacrifices a land.					
<b>Volcanic Spray</b>	SUR	U	...	●●	00
Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback: ●●●●.					
<b>Valley of Boulders</b>	SOR	R	...	●●	00
Valley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. Flashback: ●●●●●●.					
<b>Whirlwinder</b>	SC	U	..	●●	00
●● Whirlwinder deals damage to target creature equal to the damage already dealt to it this turn 1/1.					

## WHITE

<b>Aegis of Honor</b>	EN	R	...	●●	00
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NAME	KIND	CR	PR	COST	SETS
●●●● The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.					
<b>Ancestral Tribute</b>	SOR	R	...	●●●●	00
You gain 2 life for each card in your graveyard.					
<b>Angel's Wall</b>	SC	C	...	●●	00
Flashback: ●●●●.					
<b>Animal Boneyard</b>	EL	U	...	●●	00
Enchanted land has "Sacrifice a creature: You gain life equal to that creature's toughness."					
<b>Auramancer</b>	SC	U	..	●●	00
When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand 2/2.					
<b>Aven Archer</b>	SC	U	..	●●	00
Flying ●●●●: Aven Archer deals 2 damage to target attacking or blocking creature 2/2.					
<b>Aven Cloudchaser</b>	SC	C	...	●●	00
Flying When Aven Cloudchaser comes into play, destroy target enchantment 2/2.					
<b>Aven Flock</b>	SC	C	...	●●	00
Flying ●●: Aven Flock gets +0/+1 until end of turn 2/3.					
<b>Aven Shrine</b>	EN	R	...	●●	00
Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.					
<b>Balancing Act</b>	SOR	R	...	●●	00
Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the lowest, then sacrifices the rest. Each player discards from his or her hand the same way.					
<b>Beloved Chaplain</b>	SC	U	...	●●	00
Protection from creatures 1/1.					
<b>Blessed Orator</b>	SC	U	..	●●	00
Other creatures you control get +0/+1 1/4.					
<b>Centivore</b>	SC	C	...	●●	00
Attacking doesn't cause Centivore to tap. Centivore's power and toughness are each equal to the number of enchantment cards in all graveyards 7/7.					
<b>Cease-Fire</b>	INS	C	...	●●	00
Target player can't play creature spells this turn. Draw a card.					
<b>Confessor</b>	SC	R	...	●●	00
Whenever a player discards a card from his or her hand, you may gain 1 life 1/1.					
<b>Dedicated Martyr</b>	SC	C	...	●●	00
●● Sacrifice Dedicated Martyr: You gain 3 life 1/1.					
<b>Delaying Shield</b>	EN	R	...	●●	00
If you would deal damage, put that many delay counters on Delaying Shield instead. At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay ●●.					
<b>Devoted Caretaker</b>	SC	R	...	●●	00
●● Target permanent you control gains protection from instant spells and from sorcery spells until end of turn 1/2.					
<b>Divine Sacrament</b>	EN	R	...	●●	00
White creatures get +1/+1. Threshold: White creatures get an additional +1/+1.					
<b>Dogged Hunter</b>	SC	R	..	●●	00
●● Destroy target creature linked 1/1.					
<b>Earned Fellowship</b>	EN	R	...	●●	00
Each creature has protection from its colors.					
<b>Embolden</b>	INS	C	...	●●	00
Prevent the next 4 damage that would be dealt to any number of target creatures and/or players divided as you choose. Flashback: ●●.					
<b>Galleon</b>	INS	U	...	●●	TM00
Target blocking creature gets +4/+4 until end of turn. Draw a card.					
<b>Gracful Antelope</b>	SC	R	..	●●	00
Plainswalk. Whenever Gracful Antelope deals combat damage to a player, you may have that land become a plains until Gracful Antelope leaves play 1/4.					
<b>Hallowed Healer</b>	SC	C	...	●●	00
●● Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold: ●● Prevent the next 4 damage that would be dealt to target creature or player this turn 1/1.					
<b>Karmic Justice</b>	EN	R	...	●●	00
Whenever a spell or ability an opponent controls destroys a non-creature permanent you control, you may destroy target permanent that opponent controls.					
<b>Kirtar's Desire</b>	EN	C	...	●●	00
Enchanted creature can't attack. Threshold: Enchanted creature can't block.					
<b>Kirtar's Wrath</b>	SOR	R	...	●●	00
Destroy all creatures. They can't be regenerated. Threshold: Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated.					
<b>Lieutenant Kirtar</b>	SL	R	...	●●	00
Flying ●● Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game 2/2.					
<b>Life Burst</b>	INS	C	...	●●	00
Target player gains 4 life. Then gains 4 life for each Life Burst card in each graveyard.					
<b>Luminous Guardian</b>	SC	U	...	●●	00
●● Luminous Guardian gets +0/+1 until end of turn. ●● Luminous Guardian may block an additional creature this turn 1/4.					
<b>Master Apothecary</b>	SC	R	...	●●	00
●● Enchanted Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn 2/2.					
<b>Mystic Crusader</b>	SC	R	...	●●	00
Protection from black and from red. Threshold: Mystic Crusader gets +1/+1 and has flying 2/1.					
<b>Mystic Penitent</b>	SC	U	...	●●	00
Attacking doesn't cause Mystic Penitent to tap. Threshold: Mystic Penitent gets +1/+1 and has flying 1/1.					
<b>Mystic Visionary</b>	SC	C	...	●●	00
Threshold: Mystic Visionary has flying 2/1.					
<b>Mystic Zealot</b>	SC	R	...	●●	00
Threshold: Mystic Zealot gets +1/+1 and has flying 2/4.					
<b>Nomadic Dragoon</b>	SC	U	...	●●	00
●● Tap target creature. Threshold: ●● Tap two target creatures 1/2.					
<b>Patrol Hound</b>	SC	C	...	●●	00
Discard a card from your hand: Patrol Hound gains first strike until end of turn 2/2.					
<b>Plains, Nomad Captain</b>	SL	R	...	●●	00
Whenever Plains, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn 2/2.					
<b>Pilgrim of Justice</b>	SC	C	...	●●	00
Protection from red. ●● Sacrifice Pilgrim of Justice: The next time a red spell or sorcery would deal damage this turn, prevent that damage 1/3.					
<b>Pilgrim of Virtue</b>	SC	C	...	●●	00

NAME	KIND	CR	PR	COST	SETS
Protection from black. ●● Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage 1/3.					
<b>Ray of Distortion</b>	INS	C	...	●●	00
Destroy target artifact or enchantment. Flashback: ●●●●.					
<b>Resilient Wanderer</b>	SC	U	...	●●	00
First strike. Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn 2/3.					
<b>Sacred Rites</b>	INS	C	...	●●	00
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.					
<b>Second Thoughts</b>	INS	C	...	●●	00
Remove target attacking creature from the game. Draw a card.					
<b>Shelter</b>	INS	C	...	●●	00
Target creature you control gains protection from the color of your choice until end of turn.					
<b>Soulcatcher</b>	SC	U	...	●●	00
Flying. Whenever a creature with flying is put into a graveyard from play, you get a +1/+1 counter on Soulcatcher 1/1.					
<b>Sphere of Duty</b>	EN	U	...	●●	00
If a green source would deal damage to you, prevent 2 of that damage.					
<b>Sphere of Grace</b>	EN	U	...	●●	00
If a black source would deal damage to you, prevent 2 of that damage.					
<b>Sphere of Law</b>	EN	U	...	●●	00
If a red source would deal damage to you, prevent 2 of that damage.					
<b>Sphere of Reason</b>	EN	U	...	●●	00
If a blue source would deal damage to you, prevent 2 of that damage.					
<b>Sphere of Truth</b>	EN	U	...	●●	00
If a white source would deal damage to you, prevent 2 of that damage.					
<b>Spiritualism</b>	INS	U	...	●●	00
Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.					
<b>Tattoo Ward</b>	EN	U	...	●●	00
Enchanted creature gets +1/+1 and has protection from enchantments. The effect doesn't remove Tattoo Ward.					
<b>Testament of Faith</b>	EN	U	...	●●	00
●● Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment.					
<b>Timeless Tribe</b>	SC	C	...	●●	00
Discard a card from your hand: Timeless Tribe gets +0/+4 until end of turn 1/1.					
<b>Wayward Angel</b>	SC	R	...	●●	00
Attacking doesn't cause Wayward Angel to tap. Threshold: Wayward Angel gets +3/+3. Is black, has trample and has "At the beginning of your upkeep, sacrifice a creature 4/4.					

## LAND


<b>Abandoned Outpost</b>	LAN	C	...	00
Abandoned Outpost comes into play tapped. Add ♦♦ to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.				
<b>Barbarian Ring</b>	LAN	C	...	00
Add ♦♦ to your mana pool. Barbarian Ring deals 1 damage to you. Threshold: ♦♦ Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player.				
<b>Boj Weckage</b>	LAN	C	...	00
Boj Weckage comes into play tapped. Add ♦♦ to your mana pool. Sacrifice Boj Weckage: Add one mana of any color to your mana pool.				
<b>Cabal Pit</b>	LAN	U	...	00
Add ♦♦ to your mana pool. Cabal Pit deals 1 damage to you. Threshold: ♦♦ Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn.				
<b>Centaur Garden</b>	LAN	C	...	00
Add ♦♦ to your mana pool. Centaur Garden deals 1 damage to you. Threshold: ♦♦ Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn.				
<b>Cephalid Coliseum</b>	LAN	U	...	00
Add ♦♦ to your mana pool. Cephalid Coliseum deals 1 damage to you. Threshold: ♦♦ Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand.				
<b>Crystal Quarry</b>	LAN	R	...	00
Add ♦♦♦				



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